VALKYRIE PROFILE® 2

SILMERIA

SQUARE ENIX®

Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

PIRACY

The unauthorised reproduction of all or any game part of this product and the unauthorised use of registered trademarks are likely to constitute a criminal offence. PIRACY harms Consumers as well as legitimate Developers, Publishers and Retailers. If you suspect this game product is an unauthorised copy, or have any other information about pirate product, please call your local Customer Service number given at the back of this Manual.

See back page of this manual for Customer Service Numbers.

SLES-54644

1-2 Players • Memory Card (8MB) (for PlayStation®2) : 67KB minimum • Analog Control Compatible: analog sticks only • Vibration Function Compatible

© 2006, 2007 SQUARE ENIX CO., LTD. All Rights Reserved. Developed by tri-Ace Inc. Character illustration: KOU YOSHINARI/YOU YOSHINARI. VALKYRIE PROFILE, SILMERIA, SQUARE ENIX and the SQUARE ENIX logo are registered trademarks or trademarks of Square Enix Co., Ltd.
Library programs © 1997-2007 Sony Computer Entertainment Inc. exclusively licensed to Sony Computer Entertainment Europe. FOR HOME USE ONLY. Unauthorised copying, adaptation, rental, lending, distribution, extraction, re-sale, arcade use, charging for use, broadcast, public performance and internet, cable or any telecommunications transmission, access or use of this product or any trademark or copyright work that forms part of this product are prohibited. Published by Square Enix Ltd. Developed by tri-Ace Inc.

contents

The Prologue	5
Getting Started	6
Basic Controls	7
Starting the Game	8
The Story	11
Characters	12
Shops and Inns	15
Field Screen	17
Menu	25
Battle	36
Game Glossary	50
Credits	52
Warranty	55

the prologue

Knowing that Odin would catch up to her sooner rather than later, Silmeria began speaking to Alicia while the princess was still a child. But to those around the young girl, it seemed that the conversations she held with the valkyrie within her were the signs of madness.

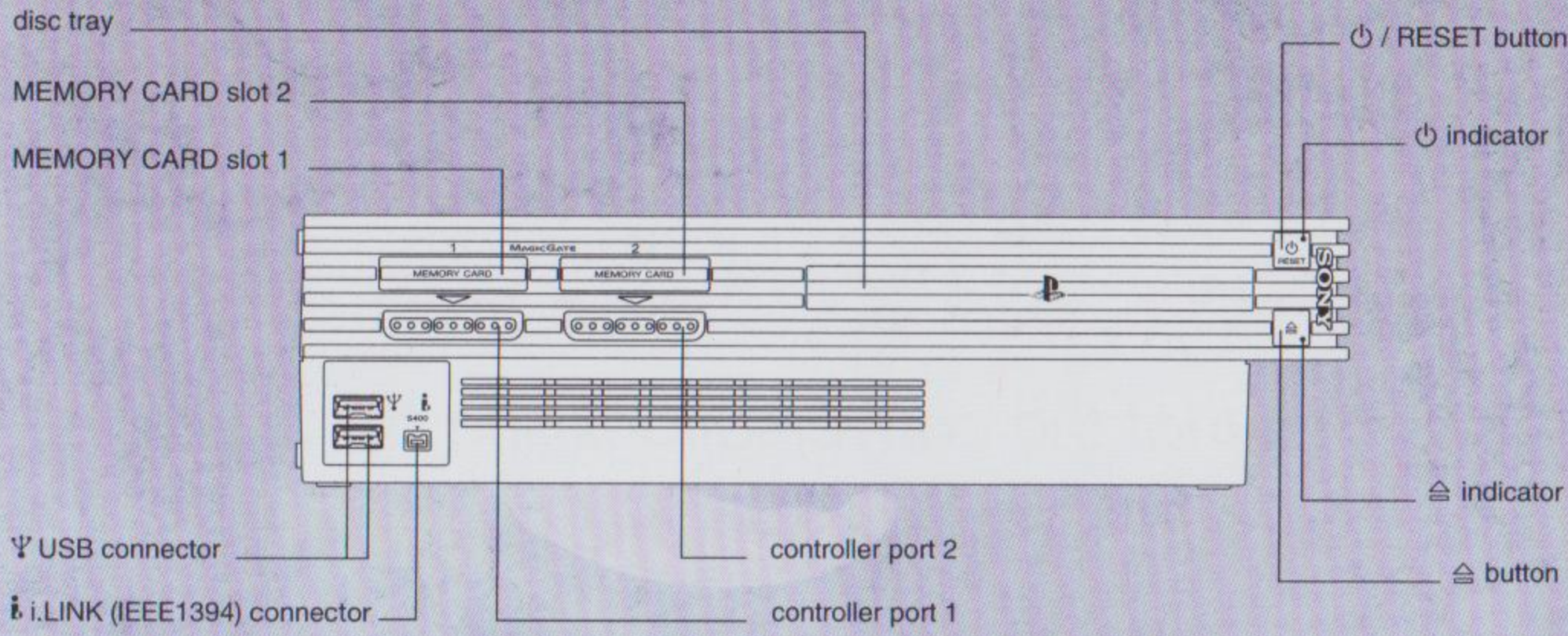
King Barbarossa of Dipan, the girl's father, sent his daughter to an ancient, secluded castle far from his lands, where the princess was forced to live in exile.

Eventually, the inevitable happens. Odin discovers that Silmeria has awakened. His minions begin to close in on the pair.

Two souls, bound together by capricious fortune, now face the retribution of the gods.

One human. One god. The wheel of their ill-starred fate inexorably begins to turn.

getting started



Note: Illustration may not match all PlayStation®2 console types. For owners of SCPH-70000 series PlayStation®2 systems, refer to the setup instructions supplied with your system.

Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Make sure the MAIN POWER switch (located on the back of the console) is turned off. Connect an analog controller (DUALSHOCK®2) to controller port 1 and other accessories as appropriate, BEFORE you switch your console on. It is advised that you do not insert or remove accessories once the power is turned on.

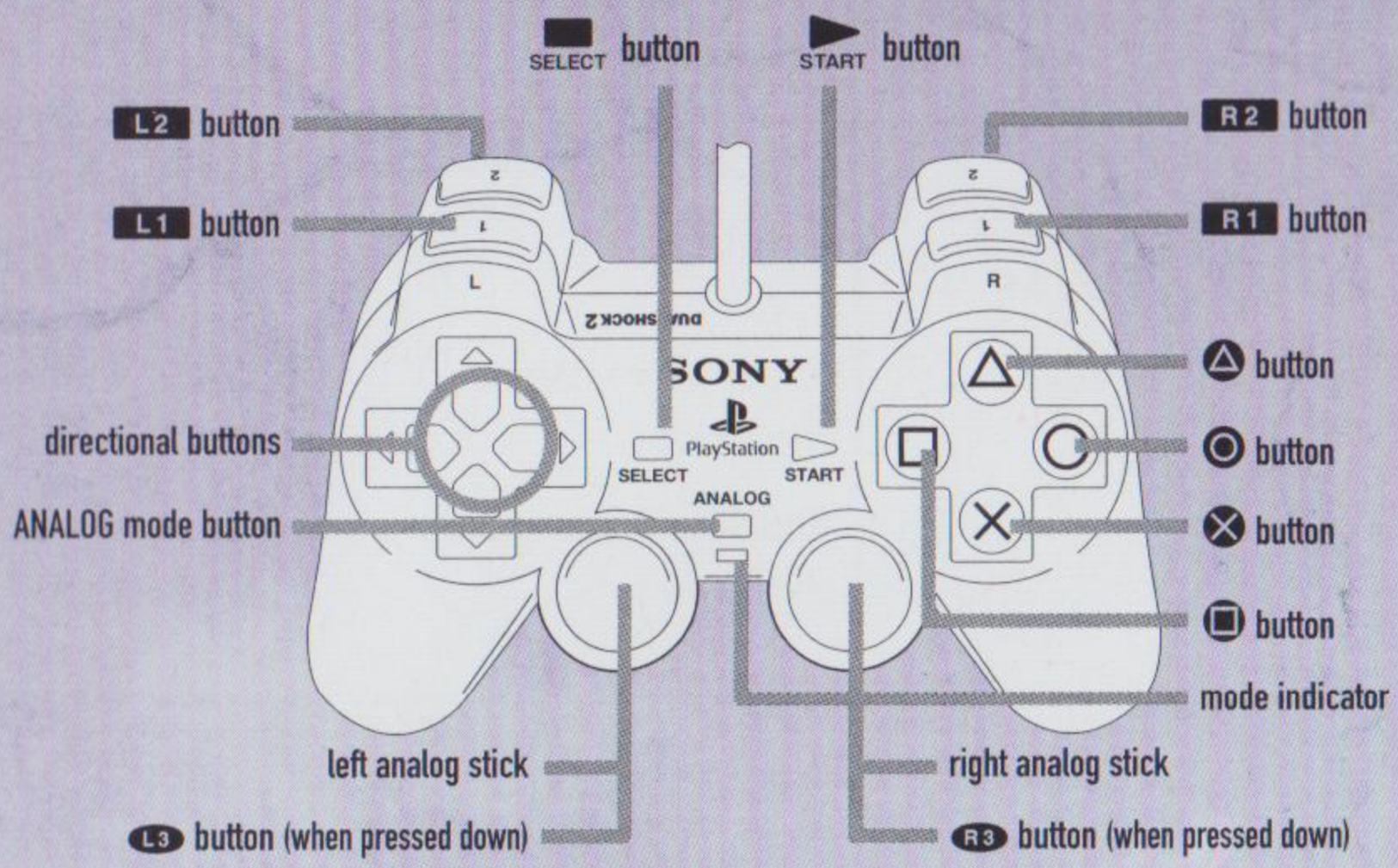
Now turn the console ON at the MAIN POWER switch and press the ⏻/RESET button. When the ⏻ indicator lights up green, press the ⏏ button and the disc tray will open. Place the VALKYRIE PROFILE®2: SILMERIA disc in the disc tray with the label side facing up. Press the ⏏ button again and the disc tray will close. Finally, press the ⏻/RESET button again before commencing play.

PLEASE NOTE: The information in this manual was correct at the time of going to print, but some minor changes may have been made late in the game's development and some screenshots might have been taken from pre-completion screens that differ slightly from those in the finished game.

Memory card (8mb) (for PlayStation®2)

PLEASE NOTE: Throughout this manual, the term "Memory Card" is used to describe the memory card (8MB) (for PlayStation®2) - (SCPH-10020 E). Memory Cards (product code SCPH-1020 E) designed for use with the PlayStation® format software are not compatible with this game.

To save game settings and progress, insert a Memory Card into MEMORY CARD slot 1 of your PlayStation®2 computer entertainment system. You can load saved game data from the same Memory Card or any Memory Card containing previously saved game data. The player will need at least 67KB of free space on a Memory Card to save game data. On boot-up settings data will be loaded automatically.



basic controls

CONTROL	FIELD	BATTLE	MENU
L1 button	Zoom in (when viewing the dungeon map)	Change camera position	Switch page
L2 button	Not used	Target mode	Switch character
R1 button	Show/hide the minimap Zoom out (when viewing the dungeon map)	Dash	Switch page
R2 button	Show/hide the map	Change radar view	Switch character
L3 button	Not used	Recharge AP	Not used
R3 button	Not used	Change camera mode	Not used
↑↓←→ directional buttons	Move	Change controllable character (←→) Split into groups (↑↓)	Move cursor
left analog stick	Move	Move	Move cursor
right analog stick	Not used	Move camera	Not used
START button	Skip event/Pause game	Skip event/Pause game	Display tutorial (only in Equip menu)
SELECT button	Display menu	Display battle menu	Close menu
⊗ button	Talk/check Change view (when viewing the dungeon map) Swing sword	Attack with assigned character	Select/Confirm

CONTROL	FIELD	BATTLE	MENU
◉ button	Jump Show whole map (when viewing the World Map)	Attack with assigned character	Cancel
△ button	View sealstone data	Attack with assigned character	Open submenu
▣ button	Fire photons	Attack with assigned character	Display sort options (in Items and Sealstones submenus)

NOTE: This title only supports the use of the analog controller (DUALSHOCK®2).
The analog controller (DUALSHOCK®2) must be inserted into controller port 1.
The analog controller (DUALSHOCK®2) is automatically set to ANALOG mode (indicator: Red)
You can change your controller settings in the Settings Menu (p. 9).
During a battle, ◉, ✕, ▣, and △ are each assigned to a party member. Press a button to have the corresponding character attack.

starting the game

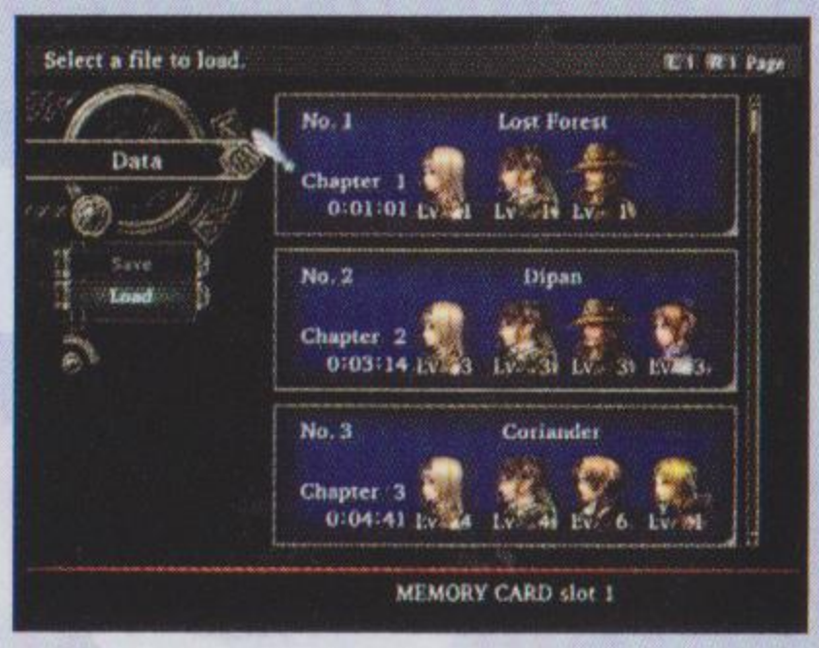
When you start the game, the opening movie will play, and you will be taken to the Title Screen. You can press the ✕ button or the ► START button to skip the movie and go straight to the Title Screen.
When you first load the game, you will be asked to set the screen aspect ratio of your television. Press the △ button for a normal 4:3 ratio, or the ▣ button for a 16:9 widescreen ratio. If you select the widescreen option, you will need to set your television to full-screen mode. Please consult your television's user manual for details.

NEW GAME

Start a game from the very beginning.

LOAD GAME

Continue a game already in progress. Select a Memory Card from either MEMORY CARD slot 1 or MEMORY CARD slot 2, and then choose the file that you would like to load.



SETTINGS

Enter the Game, Environment, or Controls sub-menu, and select the Change option to adjust settings. You can select Undo to cancel any changes, or Default to restore the initial settings.

GAME

Change various game settings.

Targeting	Choose whether to have the target selected automatically (Semi-auto) or manually (Manual) during battle.
Horizontal Battle Cam Controls	Select the control direction for moving the battle camera left and right.
Vertical Battle Cam Controls	Select the control direction for moving the battle camera up and down.
Reset Battle Cam After Attack	In a battle, select the camera position after an attack is made.
Skip Special Attack Sequences	Enable or disable the option that allows you to skip special attack animations by pressing the ⊗ button (p. 45).
Preserve Battle Groups	Select whether to maintain groups (p. 39) used in battle. If you enable this option, the settings will be used in subsequent battles.

ENVIRONMENT

Change environmental settings such as voices, controller vibration, and sound output.

Event Dialogue	Choose to have Audio Only or Text Only in the event scenes. If you prefer both, select the Audio/Text option.
Battle Voices	Enable or disable character voices during battle.
Vibration	Enable or disable the analog controller (DUALSHOCK®2)'s controller vibration.
Screen Size	Choose a standard screen (4:3) or widescreen (16:9).
Sound	Select the sound output type.
Speaker Position	Adjust the position of your speakers. Move the cursor and press the ⊗ button to select a speaker, and use the left analog stick or directional buttons to adjust the position. Press the ▣ button to play sample sounds. You can use the L1 and R1 buttons to change the position of the sound source.

DOLBY® PRO LOGIC II

You can enjoy the game in surround sound by connecting a PlayStation®2 DIGITAL OUT (OPTICAL) or AV MULTI OUT connector to a compatible sound system (AV amplifier, etc). Systems with a Pro Logic II decoder can play five-channel audio, while Pro Logic systems can play four-channel audio. You can also hear the game in traditional two-channel stereo.

* For additional details, please consult your amplifier/sound system's user manual.

DOLBY PRO LOGIC II Dolby, Pro Logic, and the double-D symbol are trademarks of Dolby Laboratories.

CONTROLS

Change the button assignments on your analog controller (DUALSHOCK®2). Use the directional buttons or left analog stick to select the item you want to change, and press the button to which you want to reassign the function. Press the START button when you are finished making changes.

SAVING YOUR GAME

You can save your game by opening the menu on the World Map, selecting Data (p. 36) and then Save, or by using one of the save points (p. 17). You will need to insert a Memory Card with at least 67 KB of free space into MEMORY CARD slot 1 or MEMORY CARD slot 2.

the story

Our story begins hundreds of years before the legendary adventures of Lenneth, the Battle Maiden.

Silmeria Valkyrie is charged by Odin, Lord of the Gods, to gather the souls of the fallen. Silmeria serves her master faithfully until a certain incident causes her to doubt, and ultimately rebel against, the law of Odin.

Odin immediately recognises the danger. He transmigrates Silmeria's soul and summons the next Battle Maiden in her place. But the Sovereign's Rite, the divine spell used to transfer Silmeria's soul, is not completed.

Silmeria awakens within the body of a young princess of Dipan. The princess's name is Alicia.

Normally, valkyrie souls do not awaken when trapped within the body of a mortal. Lord Odin will not suffer one who defies his will to remain alive and conscious.

One day, Odin will discover that the traitorous valkyrie lives.

One day, he will bring divine retribution down upon her.

characters

SILMERIA

One of the three valkyrie Battle Maidens who rule over fate. After opposing Odin, Lord of the Gods, her soul was forcibly transferred into a human body. She resides within Alicia, Princess of Dipan, their souls existing side-by-side. Silmeria has spoken to Alicia since the princess was a young girl, trying to prepare her for their inevitable fate.

TWO SOULS. A LIFE SHARED.

ALICIA

A young girl, born as the first princess of the Kingdom of Dipan. Silmeria has been speaking to her since before she can remember. It was those conversations that led her father, the king, to banish her to a distant castle, where she has lived ever since. Scarred by this paternal rejection, the sensitive girl has grown up timid and meek.

RUFUS
THE ARCHER OF FATE

The archer Alicia meets in the harbour of Solde who becomes her first ally. Rufus is sometimes offbeat, sometimes bashful, but always the wise guy. Though he himself is loath to speak of it, he is burdened with a cruel fate—a fate that may be deeply entwined with that of our characters.

DYLAN
THE LOYAL HEAVY WARRIOR

An einherjar materialised by Silmeria. He lived 150 years ago as a heavy warrior who swore loyalty to the Kingdom of Dipan. Knowing that Dipan is in danger, he steps forward to protect and assist Alicia. His taciturn gruffness belies a deep sense of honour and the kindness in his heart.

LEZARD

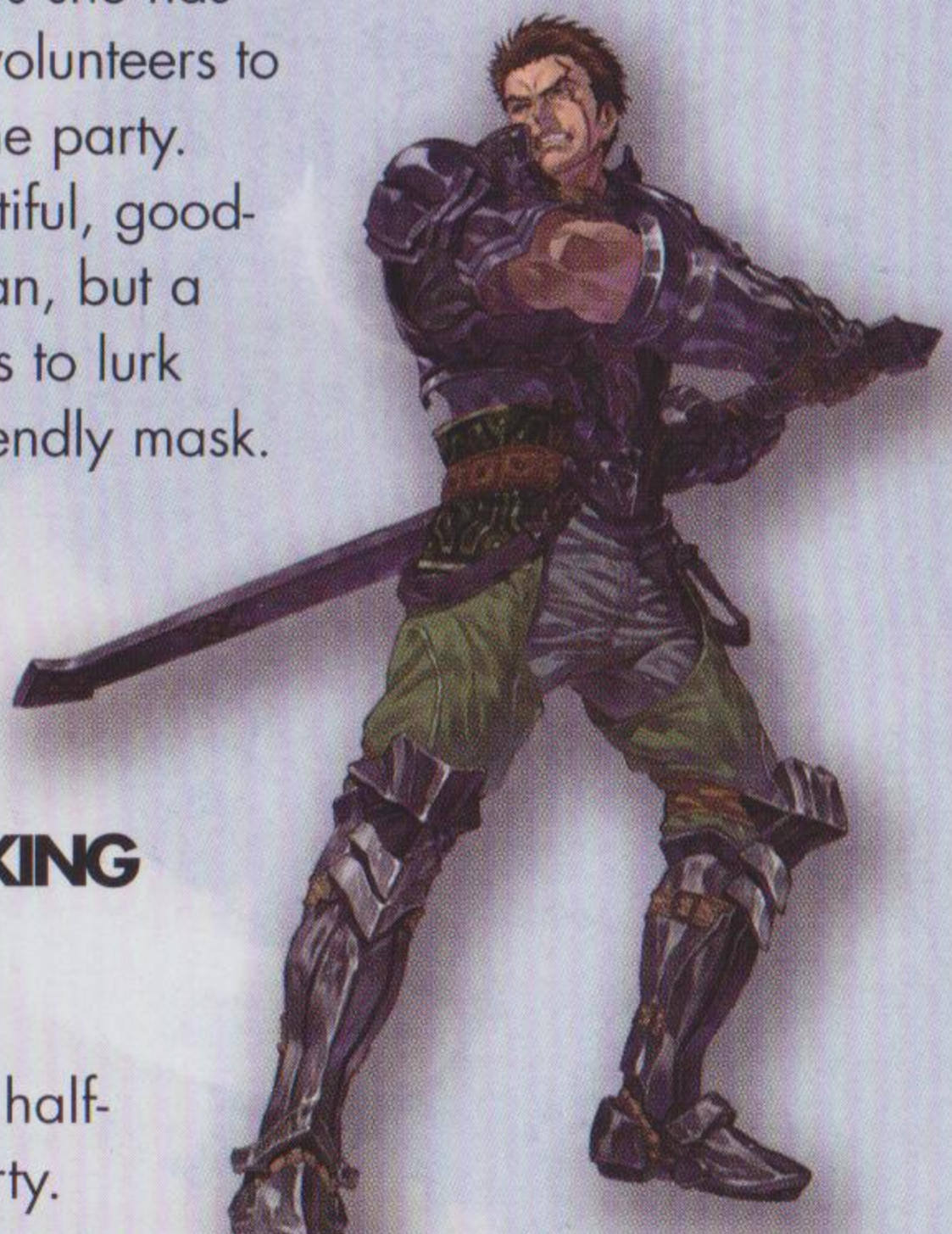
THE YOUNG MASTER OF MAGIC

An extravagantly courtly sorcerer who has acquired knowledge and magic skills far beyond his years. Though initially engaged in research in Dipan's capital, he joins the adventurers' quest when he rescues Alicia and her party from a dangerous predicament.

LEONE

THE BEAUTIFUL WARRIOR WITH A SECRET

A treasure hunter who Alicia and her party encounter on their journey. Curious about the adventurers she has run into, she volunteers to accompany the party. She is a beautiful, good-natured woman, but a shadow seems to lurk behind the friendly mask.



ARNGRIM

THE IMPULSIVE, STRAIGHT-TALKING MERCENARY

A mercenary in the employ of Leone.
It is under her command that he only half-willingly joins with Alicia and her party.
A straight-talking fighter with a fiery temper, he despises both politicking and lies.

shops and inns

In the towns and villages you visit on your journey, you will find armories and inns. You can spend money (OTH) to rest at inns or buy items at shops.

INNS

Staying at an inn will completely restore your party's HP (p. 43) and cure all status ailments (p. 49).

ARMORIES

Here you can buy and sell items. Press the ← or → directional buttons or use the left analog stick to change the item category. From the subsequent list, you can choose the item and the quantity to buy or sell. When viewing the list, press the ● button to sort the list, and the L2 and R2 buttons to switch between characters.

NOTE: The purchase screen is pictured here. The screen will be different when selling items.

Item Category
Shows the category of the listed items.

- All
- Weapons
- Armor
- Items
- Accessories
- Valued Customer Items
- Materials

Item Explanation
Press the ▲ button to page through the explanations.

Abilities
Shows the prospective ability values for the character if the selected item is equipped. (Abilities that increase are displayed in green; abilities that decrease are displayed in red.)

Item
Item name, cost, quantity, and the maximum you can purchase are shown.

Money Held

Total Cost

GET YOUR HANDS ON THOSE VALUED CUSTOMER ITEMS!

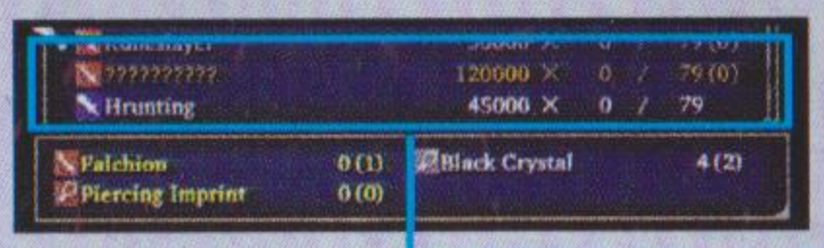
In armories, you may see mysterious items with question marks displayed instead of a name. These are Valued Customer Items. Many of these are rare goods or limited items that can only be purchased at that particular shop, so you definitely want to try to acquire as many as you can. Here's how to do it:

1. BECOME A VALUED CUSTOMER

To become a valued customer, you must shop at the store frequently. The more you buy, the more items will be revealed.

2. COLLECT MATERIALS

To have a shop make you a Valued Customer Item, you will have to supply them with the right materials. You can acquire many kinds of materials by breaking off certain monster parts in battle (p. 45). To find out what monster parts will provide what kind of materials, read the shopkeeper's notes that you can find in armories.

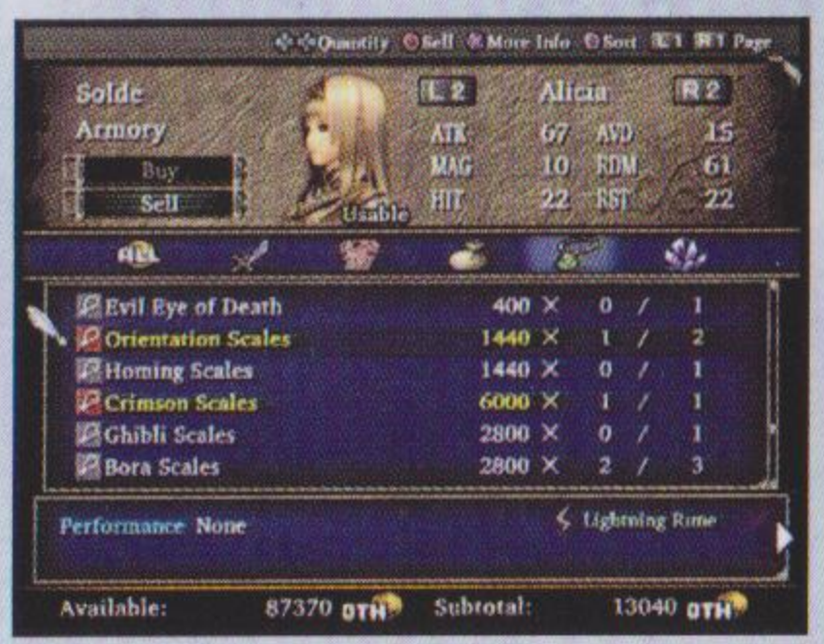


Required Materials

Shows the kind and quantity of materials required to make the item. The number in parentheses indicates how much of the material you currently possess.

3. SELL MATERIALS

When you have collected the materials, sell enough of them to the shop so that they can make the item. The materials they need to make an item are displayed in yellow.



4. HAVE THE ITEM MADE FOR YOU

Once you have sold the materials to the shop, you will be able to buy as many Valued Customer Items as could be made from the materials you collected and sold.

* You cannot have a Valued Customer Item made for you if you do not know its name, even if you sell the required materials to the shop.

field screen

You will navigate through dungeons and towns on the side-scrolling Field Screen. Move carefully and keep an eye out for monsters.

ONSCREEN INFORMATION

You control Alicia, who appears in the middle of the screen. In the dungeons, a minimap and enemies are displayed.

Minimap

The minimap can be toggled on and off with the R1 button. It shows the location of monsters and other important information.

- Your location
- Screen area
- Photons (p. 20)
- Enemies
- Crystals
- Enemy residual psychic energy
- Sealstones

Navigation Display

When this icon appears, you can use the directional buttons or left analog stick to move further inwards or outwards.

Enemy

Initiate battle with enemies (p. 36) by striking them with the ⊗ button or simply coming into contact with them. After an enemy is defeated, its residual psychic energy remains to mark the site of the battle.

PAUSE SCREEN

Pressing the START button in the field will bring up the Pause Screen. Here you can check the name of your current location, the chapter number, and button assignments.

SAVE POINTS

You can use save points to save the progress of your game. Press the ⊗ button to save, or access the menu, select Data (p. 36) and then Save.

Save Point

TUTORIAL POINTS

At tutorial points, you can pick up useful information about playing the game.

Tutorial Point

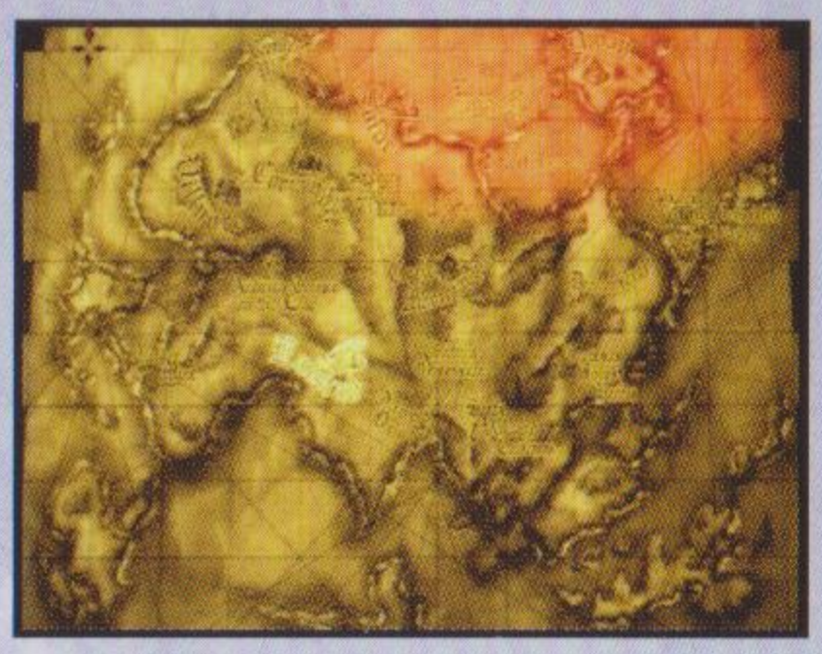
WORLD MAP

When you come out of a town or dungeon, you enter the World Map. Here you can move to different places by selecting a destination with the cursor. The ◆ mark shows Alicia's current location. Press the ◉ button to see the whole of Midgard. You can even travel to areas in other regions if you possess a map for that region.

World Map

Selte
Lost Forest
Lost Forest
A disturbing woodland, haunted day and night.
Its hidden underground path runs beneath the sea.

Map of Midgard



Brief Description

This window shows some information about the currently selected town or dungeon.

ACTIONS IN THE FIELD

You can carry out a range of actions while on the field. You need to choose the right action for each situation if you want to progress.

MOVEMENT

Directional buttons or left analog stick

In general, you can only move to the left or right. At certain points in the game, a navigation icon (such as the one shown in the screenshot) will appear, and you will be able to move further inwards or outwards.

Crouch

↓ directional button or left analog stick down

Press ↓ on the directional buttons or the left analog stick to crouch.

Talk / Check

⊗ button

You can talk to people in the game. Press the ⊗ button to greet them. Use the same button to investigate items of interest.

Opening bags and treasure chests

You can open bags and treasure chests and acquire their contents by standing close to them and pressing the ⊗ button. But be careful: Sometimes they are booby-trapped.

If you do trigger a trap, try to get out of the way as quickly as possible.

Jump

◎ button

Jump to reach higher areas and get past obstacles.

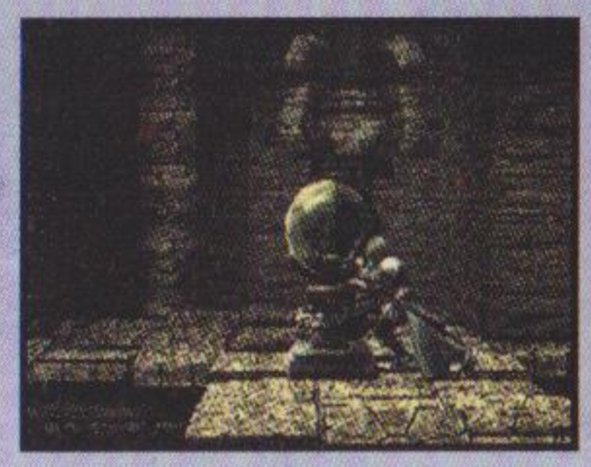
Swing sword

⊗ button

Swing your sword to break certain objects as well as crystals generated by photons (p. 20). In addition, if you strike an enemy to initiate a battle (p. 36), your party will begin with maximum AP levels (p. 37).

Push

←/→ directional buttons or left analog stick



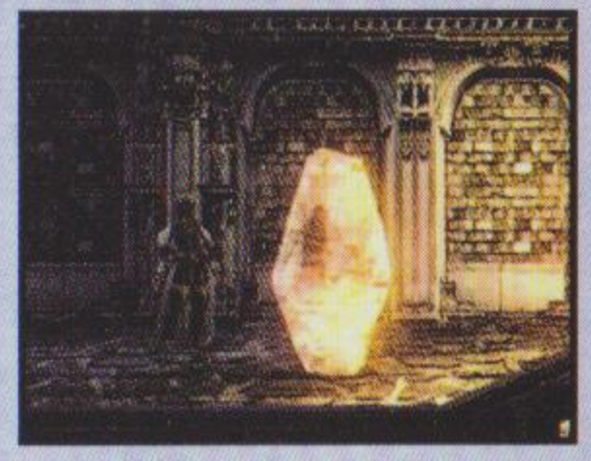
In dungeons, you will encounter objects that can be moved if you push them. Sometimes, if you place them in the right location, they may activate devices or open doors. It is often worth your while to experiment.

Projecting Photons

◎ button

You can fire photons at enemies, their residual psychic energy, and certain other objects. Doing so will seal the target inside a crystal. Push up on the directional buttons or left analog stick to aim upwards at a 45° angle, or push down on the directional buttons or left analog stick to aim downwards at 45°. Photons rebound off walls and floors.

Crystals



You can use crystals as platforms and stepping-stones. Contact with a crystallised enemy will not initiate battle. But be careful: The crystals weaken and eventually disintegrate after a short period of time.

Teleporting

After creating a crystal with photons, fire photons once more to exchange places with the crystal. You can use this power to reach higher ground or otherwise inaccessible places. If you hold down the ◎ button while teleporting, you will be able to jump in mid-air. Use this technique to reach high ledges.

Hit the crystal with a photon and...

you change places!

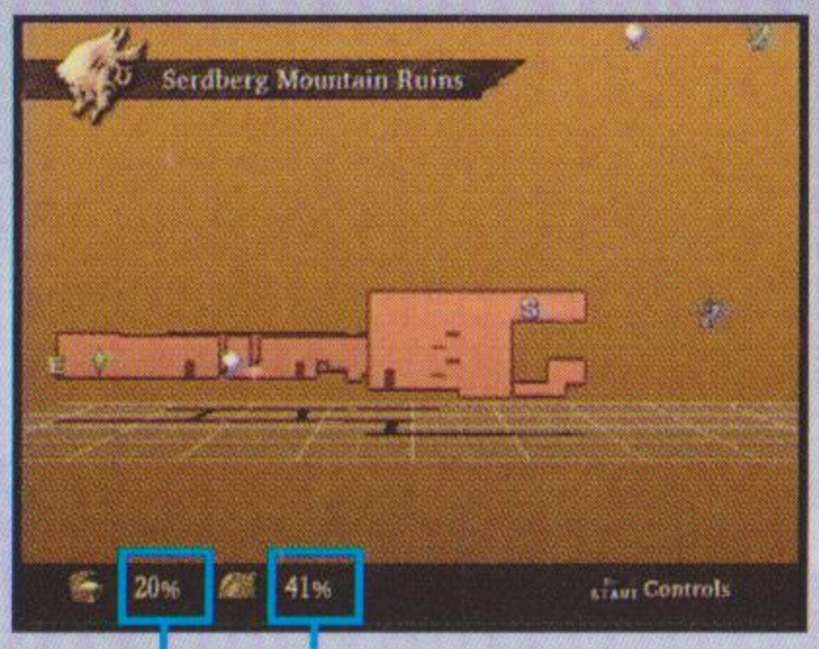
You can even jump in mid-air!

View Full Map

L2 button

Press the L2 button when you are in a dungeon to view a map of all the areas you have explored.

- Current location
- E Entrance/Exit
- S Save point (p. 17)
- Dais (p. 23)
- Spring (p. 23)
- Sealstone with area effect (p. 24)



Percentage of Items Collected

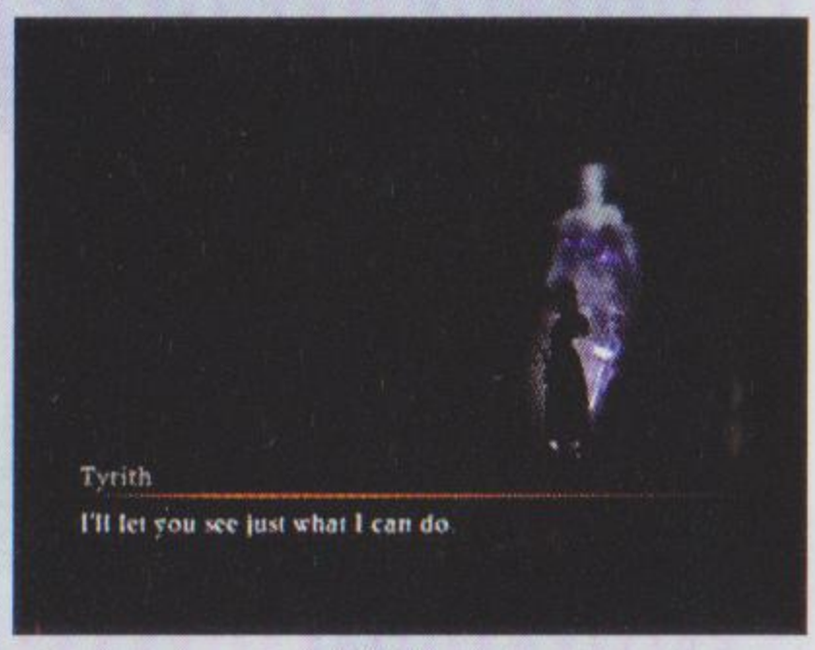
Percentage of Dungeon Explored

FULL MAP CONTROLS

↑↓←→ directional buttons or left analog stick	Move map
Right analog stick	Rotate map
⊗ button	Change displayed area
R2 button or ◎ button	Return to game
L1 button	Zoom in
R1 button	Zoom out
START button	Pause Screen
SELECT button	Return display to default position

MATERIALISING EINHERJAR

Throughout the dungeons that you explore, you will find relics that once belonged to the einherjar now sleeping within Alicia. By investigating these relics and performing materialisation, the einherjar will emerge to fight alongside Alicia. The more of these relics you discover, the more allies you will gain.



SEALSTONES

Scattered throughout dungeons you will find powerful stones known as sealstones. You must use them wisely to progress safely through the dungeons.

ABOUT SEALSTONES

Sealstones can be found throughout dungeons.
They have various special effects on the bearer and nearby enemies (sometimes, enemies will be carrying sealstones, too). You can pick up and move sealstones from place to place, but once you leave the dungeon, all sealstones will return to their former locations. However, sealstones that have been restored (p. 24) may be used in other dungeons.

Range of Effects

A sealstone's effect range depends on where the sealstone is placed.

Sealstone Effect Range

Alicia carries the sealstone	Affects entire party
Enemy carries the sealstone	Affects entire enemy group
Placed on a dais	Affects enemies in the area (area effect)
Placed in a shell	Effect is neutralised

When you are within the area of a sealstone effect, you will see a display like the one shown below. You can always press the △ button to check what sealstone effects are active.

SEALSTONE EFFECT ICONS

- Positive effect for bearer
- Special effect
- Negative effect for bearer
- Neutral effect (not inherently positive or negative)
- Player-only effect

Party Effect
A sealstone that is carried will affect the entire party.

Area Effect (p. 24)
A sealstone placed in a dungeon will affect all enemies in the area.

Enemy Effect
When an enemy carries a sealstone, it will affect that enemy's own group.

SEALSTONE PLACEMENT

There are three kinds of places that can hold sealstones. Approach and investigate them to bring up the Sealstone Placement Menu (see below). You can place sealstones on daises or in shells, or expend magic crystals (p. 45) to restore a sealstone to a dais or spring.

DAIS

A dais holds sealstones. A sealstone placed on a dais will affect enemies in the area. Because earth veins connect daises to dungeons throughout the world, you can also use them to restore sealstones.

SHELL

You can place sealstones on shells, but because they are not connected to earth veins, area effects will not be activated.

SPRING

Springs cannot hold sealstones, but they may be used to restore them to the earth veins. Sealstones that have been restored may be accessed via springs in other dungeons. If you use the springs wisely, you can make your journey through even distant dungeons less dangerous.

SEALSTONE PLACEMENT MENU

From the Sealstone Placement Menu, you can pick up sealstones, restore sealstones, and view area effects on the map. You can also select a sealstone and press the △ button to read the details for that sealstone.

Sealstones held

The name of the sealstones currently held, and the number of magic crystals (p. 45) required to restore them.

Sealstone Explanation

Sealstones in place

The name of the sealstones currently placed in the location, and the number of magic crystals required to restore them.

Current Magic Crystals

Withdrawals left

The number of sealstones in the dungeon that can still be drawn from the springs.

EXCHANGING SEALSTONES

You can exchange a sealstone in the hand with one placed on a dais or shell. Move the cursor to the Sealstones held column and press the ⊗ button to switch the sealstones. At springs, you can withdraw sealstones that have been restored.

RESTORING SEALSTONES

You can restore sealstones to the earth veins at daises and springs. Sealstones that have been restored can be withdrawn and used in other dungeons. Restoring a sealstone consumes a certain number of magic crystals.

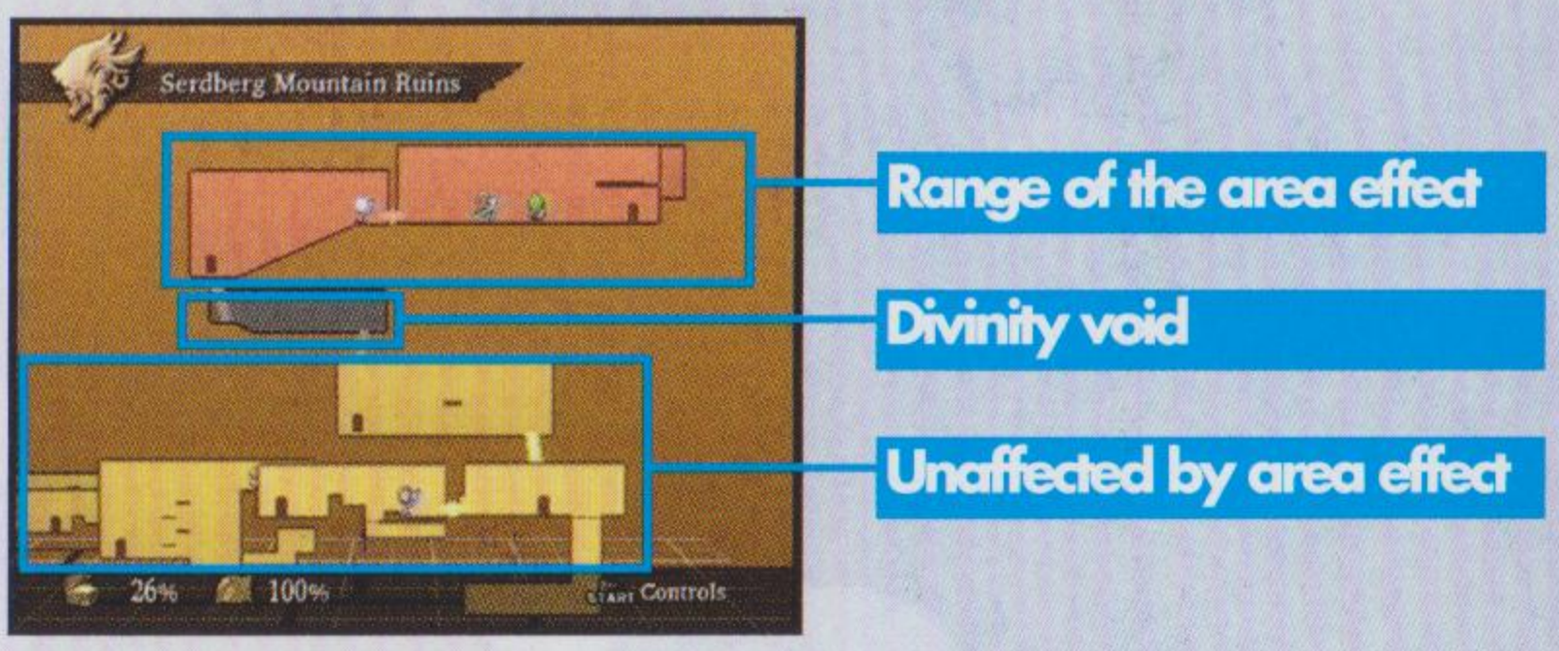
NOTE: Once a sealstone has been restored, you can remove and replace it as often as you like without spending any more magic crystals.

FULL MAP

You can open the full map (p. 21) and check the range of sealstone area effects.

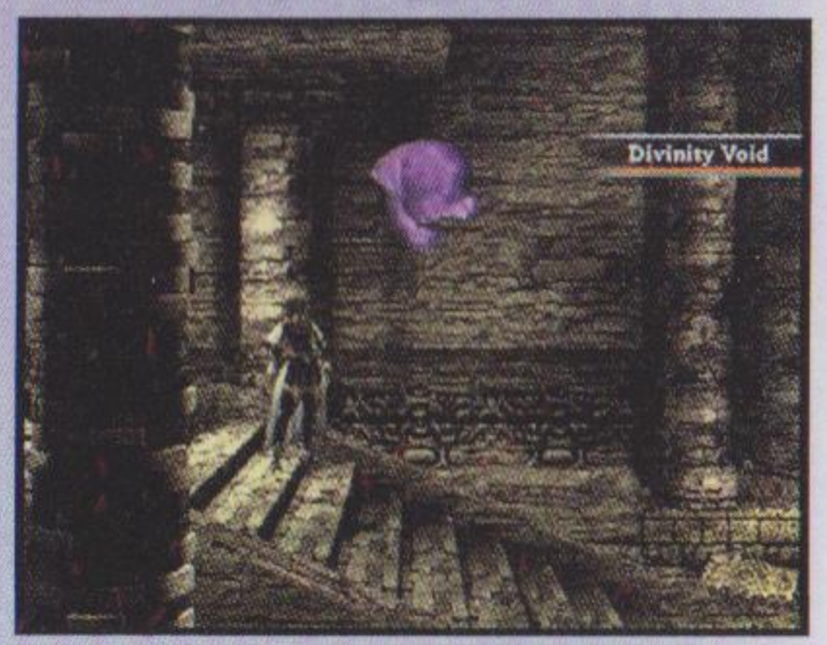
AREA EFFECTS

When a sealstone is placed on a dais, it affects a range of areas around the dais. If sealstones are placed on two daises, then both of their area effects are active. The range of area effects is limited, however, by divinity voids and empty daises. Use the map to check for differently coloured zones, which indicate the range of area effects and the location of divinity voids.



DIVINITY VOID

In the dungeons, you will encounter special areas known as divinity voids. Be careful in these places: Not only do they nullify area effects, but they also prevent Alicia from firing photons.



menu

MENU EXPLANATION/ITEMS

Pressing the SELECT button in the field or on the World Map will open the Menu Screen. Various menus provide access to game functions.

Menu Explanation

Use the directional buttons or left analog stick to select a menu to open.

Menu

Refer to the relevant section in this manual for details on each of these menus.

Playing Time

Shows total playing time since you began the game.

Characters

Shows each character's status (LV, HP), class, and attack button (p. 34).

Money

Shows how much money (OTH) you possess. You can earn money by defeating enemies and selling items to armories.

Magic Crystals

Indicates how many magic crystals (p. 45) you possess. Magic crystals are used to restore sealstones (p. 24).

Items	Page 26	Attacks	Page 32	Status	Page 34
Equip	Page 27	Sealstones	Page 22	Settings	Page 36
Skills	Page 29	Party	Page 33	Data	Page 36

ITEMS

Here you can view and use items. As well as purchasing items from armories, you can collect them in the field from treasure boxes and defeated enemies.

Item List

All the items you possess and their quantity are listed here. Press the L1 or R1 buttons to page through the screens.

NOTE: When the cursor is in a list, press the ● button to sort the list.

New List

Items you have recently acquired are displayed in green.

ITEM MENU

Use	Use an item. You will also select a character on whom to use the item.
Equipment	View weapons and armor. Place the cursor over an item and press the ⬅ and ➡ directional buttons or left analog stick to read more details.
Accessory	View accessories. Place the cursor over an item and press the ⬅ and ➡ directional buttons or left analog stick to read more details.
Other	View special items such as gems, trinkets, and materials used to make Valued Customer Items.
Precious	View precious items.

SOME EXAMPLE ITEMS

Here is a short list of some of the more useful items and equipment you might come across in your adventures.

CONSUMABLE ITEMS

Warrior's Arcanum	Restores 300 HP to one character.
Dwarf Tincture	Restores 300 HP to the entire party.
Union Plume	Cures one character of Unconsciousness (p. 49).
Elixir	Cures one character of almost all status ailments (p. 49).

EQUIPMENT

Long Sword	A standard sword forged from iron. Increases ATK (physical attack power) by 6 points.
Short Bow	A standard, compact-size bow. Increases ATK by 6 and HIT (accuracy) by 2.
Leather Mail	Armor made from tanned leather. Affords good protection against lightning attacks. Increases RDM (reduction of physical damage) by 4 points.
Sallet	Open face helm which leaves the nose and chin uncovered. Increases RDM by 1 point.
Work Boots	Preferred boots of labourers. Increase RDM by 8 and RST (magic resistance) by 2.

ACCESSORIES

Beast's Fang	The razor fang of a carnivore. Increases HIT by 15%.
Great Eagle Heart	A crystal holding the intense lifeforce of a bird of prey. Increases ATK by 15%.
Black Crystal	A transient life, released from its corporal prison. Status levels go up when suffering from status afflictions.

OTHER

Flare Gem	A gem that releases a fire attack against one enemy.
Ice Gem	A gem that releases an ice attack against one enemy. May inflict Freeze (p. 49) on the enemy.
Fireproof Trinket	Temporarily increases resistance to fire element magic.

EQUIP

Characters can equip up to nine different armaments and items - in their hand (weapon slot), on their head, body, arms, and legs, and in four accessory slots.

EQUIP

Select the character whose equipment is to be changed, and you will be taken to the Equipment Change Screen. First, select the equipment slot you want to change, and then select the item to equip from the list. While on this screen, you can press the L2 or R2 buttons to page through the different characters. You can also press the △ button to view the link combinations you need to acquire skills, and to check how close you are to acquiring the skill (p. 29 for more information on skills).

Abilities

Shows current ability values (p. 34) for the selected character. When an item is selected, abilities that will increase are displayed in green, while abilities that will decrease are displayed in red.

Equipment

Lists the equipped items. The icons show where the item is equipped and its colour type.

Equipment Grid

Displays the equipped items' colour type and rune. Each grid has nine equipment slots.

When selecting an item

Equipped items are displayed in yellow.

Skill information

Shows the effect of skills. Equipped rune combinations are also displayed.

COLOUR TYPES

Swords, bows, and the like make up the different categories of equipment, but equipment can also be classified according to colour type - red, green, blue, or colourless.

LINKS

When equipment of the same colour type is placed in adjacent slots in the equipment grid, that part of the grid lights up. This is called a "link", and it will boost the effectiveness of the equipment. In addition, certain combinations of runes for linked items will allow you to use skills (p. 29).

Make all your equipment the same colour, and you will be rewarded with a huge boost in effectiveness.

RUNES

Equippable items with red, blue, or green colour types also have rune attributes attached to them. Runes are connected to skill acquisition. The icon indicates the type of rune.

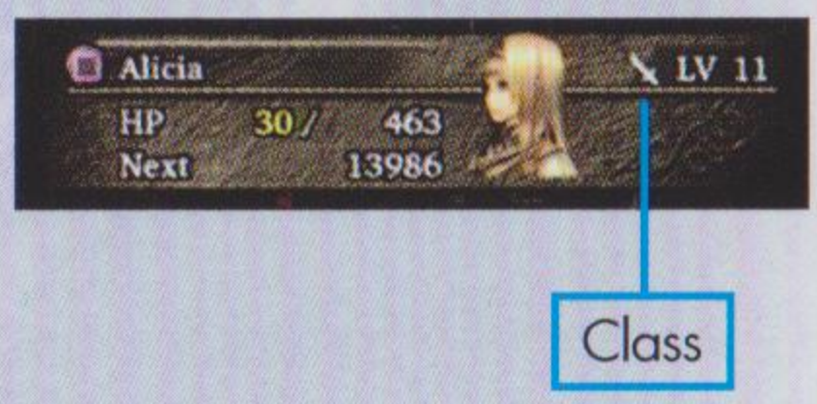
Rune Types

Slashing	Bludgeon	Piercing	Head	Arm
Leg	Body	Fire	Ice	Lightning
Earth	Holy	Darkness	Creation	Activation
Training	Healing	Resistance	Strengthening	Weakness

CLASSES

Characters belong to certain classes, and this determines how they attack in battle and what kind of equipment they can use. Class also determines a character's attack range (p. 40).

A character's class is indicated by the icon shown to the left of the character's level, or you can check the Profile option on the Status Screen menu (p. 34).



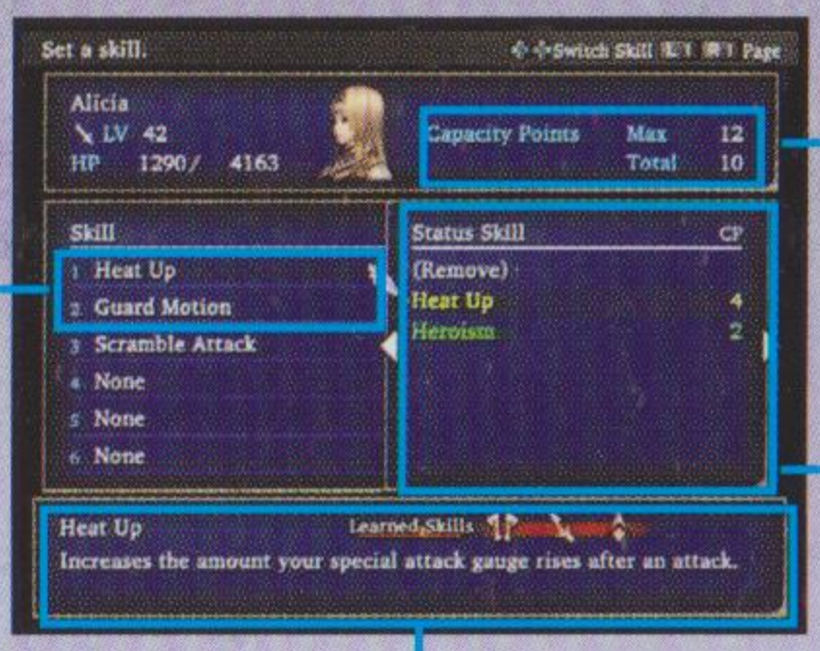
SKILLS

Skills are special abilities that will help you win battles.

Skills must be set before they can be used. You can increase your skills by combining equipped item runes and fighting in battles.

SETTING SKILLS

Set the skills that you have acquired. You can set skills up to the character's maximum CP. When selecting skills, you have to consider both the character's CP and the CP cost of the skill. Maximum CP increases as the character levels up.



Set Skills

Up to six skills can be set.

CP (Capacity Points)

Shows the character's maximum CP and the combined CP of presently set skills.

Skill List

Shows the name of the skill and the CP cost. Skills that are presently set are displayed in yellow, and newly acquired skills are displayed in green.

Skill Information

Shows the effect of the skill and the rune combination needed to acquire it.

SKILL TYPES

Skills are broadly divided into the following five categories.

Status Skill	Affects a character's abilities (p. 34).
Attack Skill	Activates when the character attacks an enemy.
Defense Skill	Activates when the character suffers an attack from an enemy in battle.
Critical Skill	Dramatically increases damage against certain enemies, and increases the chances of scoring a critical hit.
Reaction Skill	Activates according to how the character acts.

LEARNING SKILLS

To learn skills, you must equip certain combinations of item runes and win battles. Here's how you do it:

1. Activation

When you are equipping items, if you link runes in certain combinations (p. 29), the rune icons will light up. When these runes are lit, the skill is activated. You can check your equipped rune combinations by pressing the △ button on the Equipment Change Screen (p. 27).

* Simply activating a skill does not mean you can use it right away. You must first learn the skill.

2. Learning a Skill

Every time you win a battle while a skill is activated, the acquisition percentage will increase. You can view this percentage on the Equipment Change Screen in the Skill Information window. When this number reaches 100%, you have learned the skill.

* The learned percentage only goes up while the skill is active. If you break the rune link by changing equipment before the skill is acquired, the skill will be deactivated and the learned percentage will not change until you reactivate the skill.

Currently active skills are displayed in yellow.

Keep winning battles to learn the skill.

3. Set

Once a skill has been learned, use the Set option to use it.

NOTE: You can only set learned skills. Activated skills cannot be set.

ATTACKS AND SEALSTONES

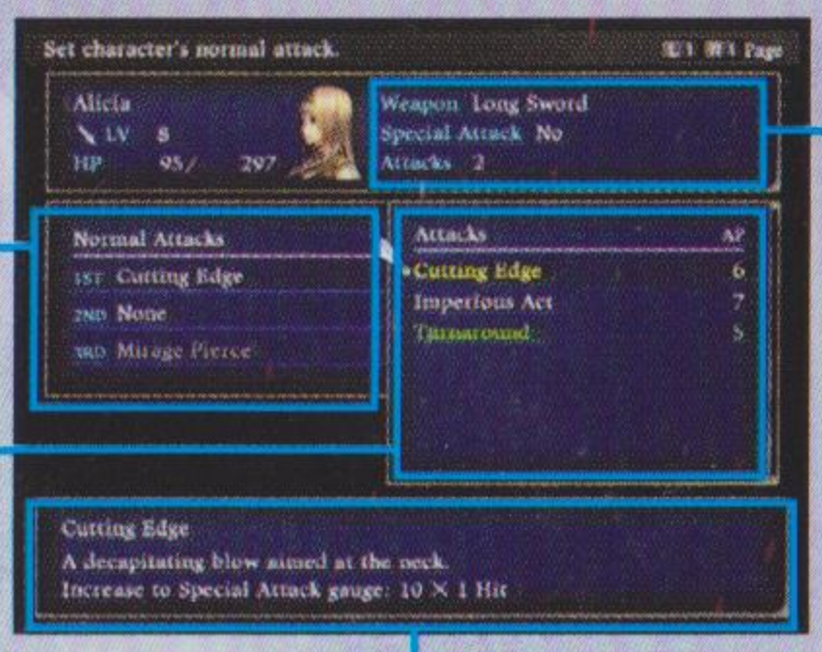
Select the normal attacks you want to use in battle, view sealstone data, and change the people in your party and the party formation.

ATTACKS

Change the attacking techniques (magic) that the character uses in battle (p. 36). Place your selected techniques in the order that you prefer. You can change the order of the techniques later by pressing the △ button.

Set Techniques (Magic)

You can set up to three techniques or one magic spell.



Weapon Data

Shows the character's equipped weapon, special attack, or great magic (p. 45), and the number of attacks (p. 44).

Attack Technique (Magic) List

Lists the available attacks and the amount of AP (p. 37) they consume. Techniques that are already assigned are displayed in yellow. Newly acquired techniques are displayed in green.

Technique (Magic) Data

Provides a description of the technique or magic, and shows the increase to the special attack gauge (p. 45) when the character scores a hit.

SEALSTONES

See which sealstones you are currently holding (p. 22), and view details about the sealstones that you have carried previously.

* The Sealstone option will only appear in the menu when you first encounter sealstones.

SEALSTONE MENU

Holding	Shows the sealstones in your possession, their effects, and the number of magic crystals required to restore them. Press the ⊗ or △ button to view more detailed information.
List	View a list of all the sealstones you have held or restored. Press the ⊗ or △ button for more details. The ◉ icon shows which stones have been restored.
Guide	Provides important information on the use of sealstones.

PARTY

Select party members and free the souls of einherjar (p. 50) who have reached the required level.

CONFIGURE

Change your battle party members and formation. First select the character in your battle party that you wish to move, and then select another character to switch positions. If you place the cursor over a party member and press the △ button, the 2P icon will be displayed. This will enable two players to cooperate in battles (p. 43).

* The party's leader (assigned to the ○ button) cannot be removed or assigned to player two.

Battle Party

The characters that will participate in battles. Each character is assigned to a controller button.

2P Icon

Indicates the characters to be controlled by player two in a battle.

Alternate Characters

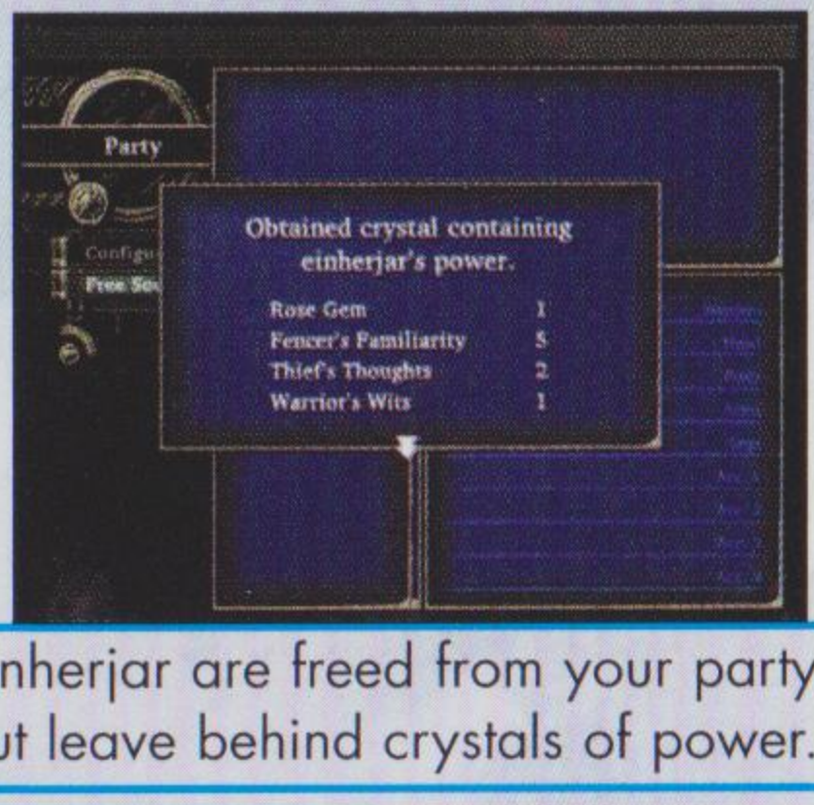
Lists the characters that will not participate in battle.

FREE SOUL

This option allows you to free the souls of your allied einherjar. Einherjar that have been freed go on to begin new lives as humans, but leave behind crystals with the power to increase status abilities. Note that when you free an einherjar, you will lose all the items that he or she has equipped (excluding accessories). However, if you release einherjar equipped with particularly powerful items, they may leave behind special items in addition to the crystals.

* You cannot free einherjar who are currently in your party or afflicted with a status ailment.

Only einherjar who have reached a certain level may be freed.



Einherjar are freed from your party, but leave behind crystals of power.

STATUS

View details about your allies and their abilities, change game settings, and load and save game data.

STATUS

Check your allies' abilities and view their biographies.

Abilities	Detailed ability levels for each character.
Equipment	Currently equipped items (p. 27).
Skills	List of acquired skills (p. 29). Press the ⊗ button to see more details on each skill.
Attacks	List of normal attacks that the character has acquired (p. 32). Press the ⊗ button to see more details on each attack.
Spells	List of normal attack magic and menu magic that the character has acquired (p.48). Press the ⊗ button to see more details on each spell.
Profile	Information showing the character's class, gender, age, birth year, and death year (if applicable).
Background	A short biography of the character.

ABILITIES

A character's abilities indicate how powerful that character is in battle. You can improve a character's abilities by acquiring experience points in battle and levelling up, or equipping items that give you an ability boost.

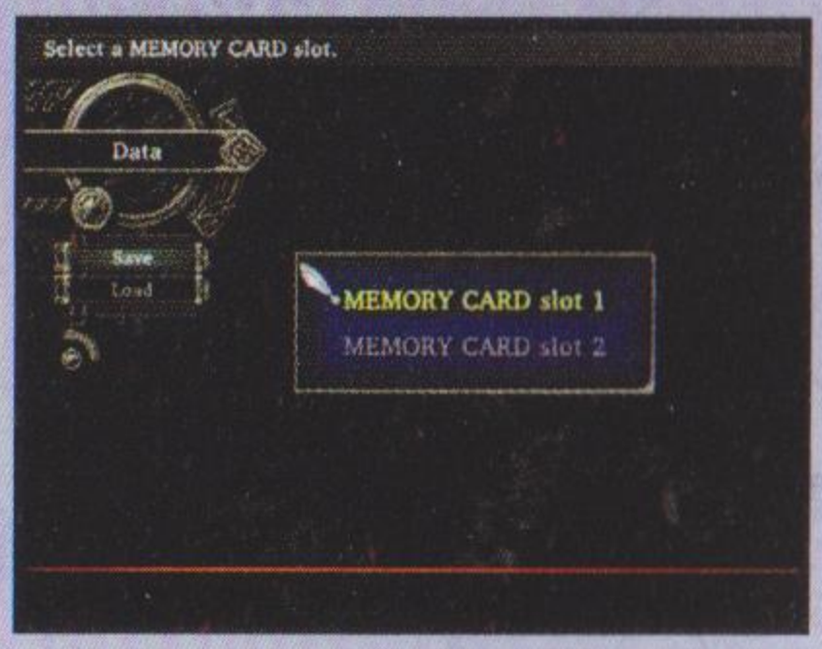
Abilities

LV	Shows the character level. Levels increase as the character gains experience points in battle.
HP	Shows the character's life force. This number is reduced every time the character is hit with an attack in battle. When it reaches 0, the character falls Unconscious (p. 49).
Exp.	Shows the character's accumulated experience points. Experience points are gained with victories in battle. After accumulating a certain number of experience points, the character's level will increase.
Next	Number of experience points needed to reach the next level.
STR	Character strength. Affects attack power.
INT	Character intelligence. Affects spellcasting power.
DEX	Character dexterity. Affects accuracy when attacking.
AGL	Character agility. Affects ability to evade enemy attacks.
CON	Character constitution. Affects ability to withstand attacks.
ATK	Physical attack power. The higher the number, the more damage is inflicted on the target.
MAG	Magic power. The higher the number, the more powerful spells become.
HIT	Attack accuracy. The higher the number, the more likely the character is to hit the target, and the greater the chance of inflicting a critical hit.
AVD	Ability to avoid enemy strikes. The higher the number, the better the character is at dodging attacks and escaping critical hits.
RDM	Ability to defend against physical attacks. The higher the number, the less damage is inflicted on the character when struck by a physical attack.
RST	Ability to defend against magic attacks. The higher the number, the less damage is inflicted on the character when struck by a magic attack.
Tolerance	Ability of the character to resist element attacks (p. 47). The higher the number, the less damage the character will take from an attack of that element type.
Resistance	Ability of the character to resist status ailments (p. 49). The higher the number, the less likely it is that the character will be afflicted with that status ailment.

SETTINGS AND DATA

SETTINGS

Change various game environment settings. This menu can also be accessed from the Title Screen (p. 8).



DATA

This option allows you to save or load your game progress.

Save

Select a file on your Memory Card and save your current game. This function is only accessible when you are on the World Map (p. 18) or in contact with one of the save points (p. 17).

Load

Select a file on your Memory Card and load a saved game.

battle

MOVEMENT

You will enter a battle when you touch or strike an enemy in the field.

Moving in Battle

Battle takes place on the battlefield. You can move your party leader anywhere within this area. On the battlefield, time passes with each action that your party members carry out. If you do nothing, time is frozen and the enemies will not act.

You can use the right analog stick to control the camera and position it where you like. Press the L1 button to shift the camera to the same angle of view as the party leader. Hold down the L1 button, and the leader and camera will turn to face the target.

Battle Map

The map shows the location of party members and enemies. Press the R2 button to change the field of view. The ally and enemy leader icons have borders around them.

Ally

Enemy

Enemy Attack Range

Escape Point (p. 40)

Target Information

Target name and HP gauge. The icon indicates the enemy leader.

Target Icon

The target is the enemy you will attack if you press the attack buttons.

Extension Gauge

(p. 40)

Enemy Attack Area

(p. 41)

Attack Range

(p. 41) Shows the area within which the party can launch normal attacks. The ring changes colours when a target comes into range.

AP Gauge (Action Point)

Indicates AP level.

Party Data

Shows party HP levels and attack buttons. The character with the white background highlight is the leader. When you split the group (p. 39), this colour will change.

A status ailment icon is shown next to a character that is afflicted with Poison, Silence, Curse, Confusion, or Frailty (p. 49).

Direction leader is facing

Direction of enemy (current target)

Direction of enemy leader

AP (ACTION POINTS)

The AP gauge represents the party's ability to take action. The actions below all consume AP. You have a maximum of 100 AP. Attacks and spells cost AP according to the technique used, while using items and dashing consumes a set amount of AP.

Dashing (p. 38)

Attacking (p. 40)

Using items/magic (p. 47)

RECOVERING AP

You can regain AP by walking around, being hit by enemies, or defeating enemies. You can also restore AP by pressing and holding the L3 button, but you cannot move or act during this time, so watch out for enemy attacks!

AP at the start of a battle

Initial AP levels will differ depending on how a battle begins.

Slashing at an enemy

Begin battle with 100 AP.

Touching an enemy

Initial AP may be 0 AP or 100 AP (varies randomly).

Touched from behind

Begin battle with 0 AP.

MOVEMENT

Use the left analog stick to control the movements of the party leader. The other members of the group will follow automatically.

DASHING

You can dash by pressing the R1 button. You may cancel a dash by attacking (p. 40) immediately after a dash. This will allow you to avoid temporary vulnerability when you land. You can control the distance of the dash depending on how long you press the R1 button.

Dash Distance

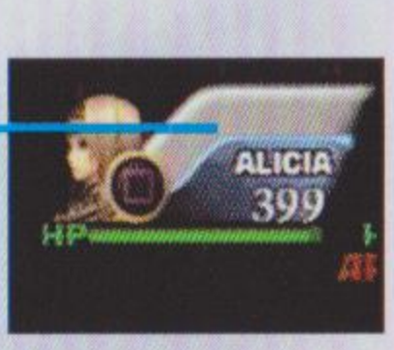
Short	Tap the R1 button quickly.
Medium	Tap the R1 button twice quickly
Long	Press and hold the R1 button

CHANGING THE LEADER

Press the ➡ or ⬅ directional buttons to change the leader.

Leader Highlight

The leader is indicated by a white background.



GO AFTER THE ENEMY LEADER!

Every enemy party has a leader: Defeat it, and you will win the battle. The leader is stronger than the rest of the enemies, but focusing your attacks on it is the quickest road to victory. The orange arrow points the way to the enemy leader. You can also identify it by its yellow HP gauge.

GROUP MOVEMENT

You can split your party into red and blue groups by pushing the ⬆ or ⬇ directional buttons. Press the ⬅ or ➡ directional button to control a different group. Characters in different groups can act independently: Splitting up your party is a great way to circle around enemies for a quick victory.

The white background highlight shows the group that you are controlling.

By controlling groups separately, you can take down enemies faster.

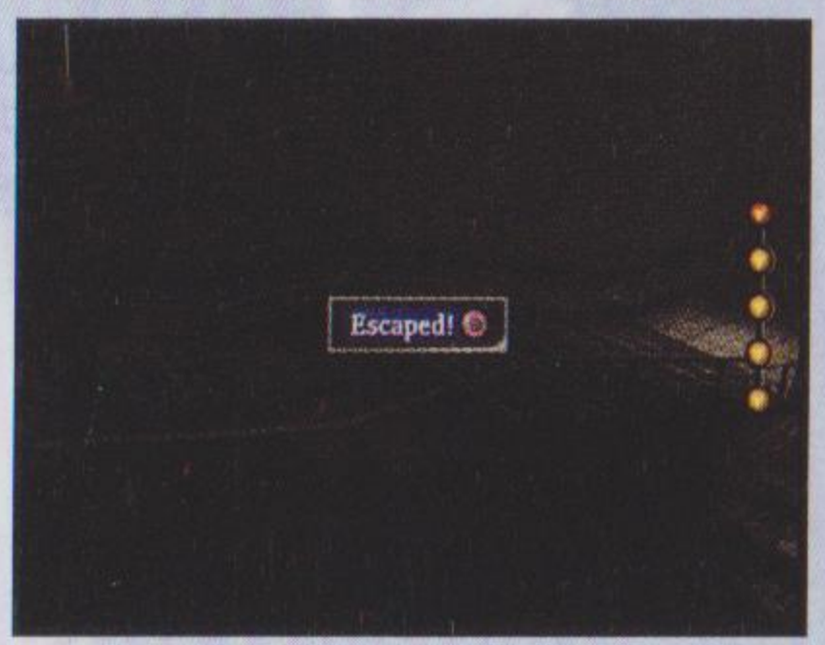
EXTENSION GAUGE

As time spent on actions passes during battle, the extension gauge on the right-hand side of the screen gradually decreases. When you win a battle, you receive a number of magic crystals (p. 45) proportional to the extension gauge.

RETREAT

The yellow belts shown on the battle map indicate Escape Points. These allow your characters to flee a battle. However, sometimes an attempt to flee fails. In this case, your AP gauge will fall to zero and you will be temporarily unable to move.

Escape Point



ATTACK RANGE

The ring that circles the characters shows their attack range. When an enemy comes within this area, the Target icon appears over its head and you may launch attacks against it.

ATTACKING

When an enemy target is within your attack range and you press the ○, △, ✕, or □ buttons, the view changes to the Attack Screen (p. 42). As well as normal attacks, you can also bring up the Battle Menu and use the spells or items listed there (p. 47).

* Even if an enemy is within your attack range, the lay of the land may prevent you from hitting your target. Only characters whose buttons are flashing at the bottom of the battle screen are able to strike the target.

When the enemy enters the attack range, the attack buttons begin to flash.

Press the attack buttons to unleash attacks! The view shifts to the attack view.

SELECTING A TARGET

On the battle screen, press the L2 button to enter target mode, use the directional buttons to select a target, and then press the ✕ button to confirm the new target. (Depending on the battle, you may also be able to target objects and obstacles.)

* You cannot target off-camera enemies.

ENEMY ATTACK RANGE

The red area shows the enemy attack range. When the enemy is ready to strike, the colour deepens and starts to flash. But if the enemy does not see the party, the attack range will not flash.

WHEN THE ENEMY ATTACKS

If one of your characters enters the enemy's flashing attack range, that character will be attacked. However, you can use dash to leap through the area and avoid attack.

If a character stands in the enemy's flashing attack range...

...the enemy will attack, and its strikes will inflict damage on the character.

ABOUT THE BATTLE FIELD

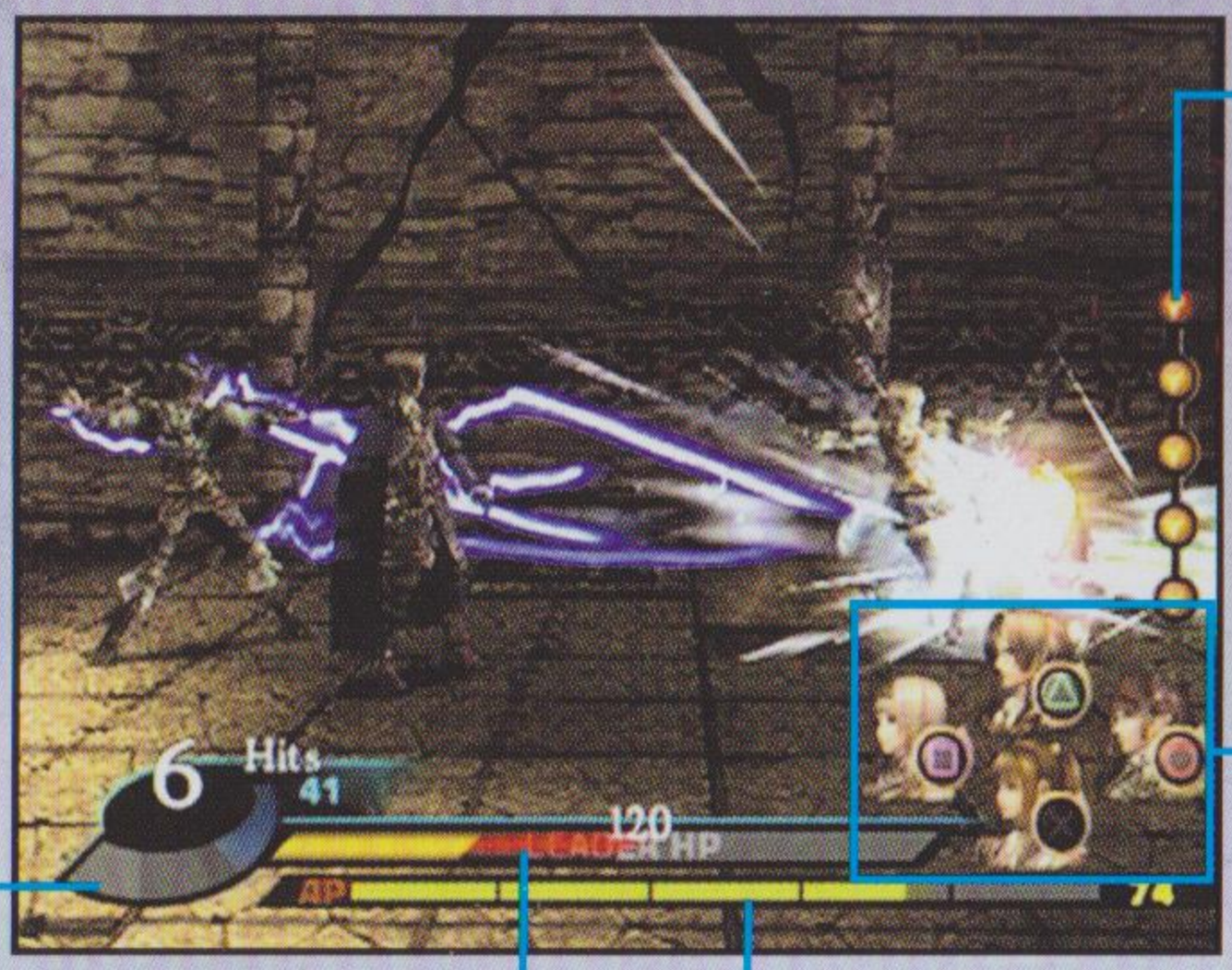
Depending on the dungeon, the geography of the battlefield may vary. Some battlefields are spread over different levels, or are obstructed by objects and corridors. Before diving into battle, make sure you know where all the enemies are, and plan your route with care.

ATTACKS

When you deliver an attack, or are attacked by an enemy, the view will shift to the attack view. Press the appropriate button to have a character launch an attack.

ATTACK VIEW

When characters are performing attacks, the camera shifts to a side view of the action.



Extension Gauge (p. 40)

Party Data

Shows which button is assigned to which character in your party. The button icon is dimmed when the character cannot attack.

Special Attack Gauge (p. 45)

Gauge for launching special attacks. It increases with each successive hit on an enemy.

HP Gauge

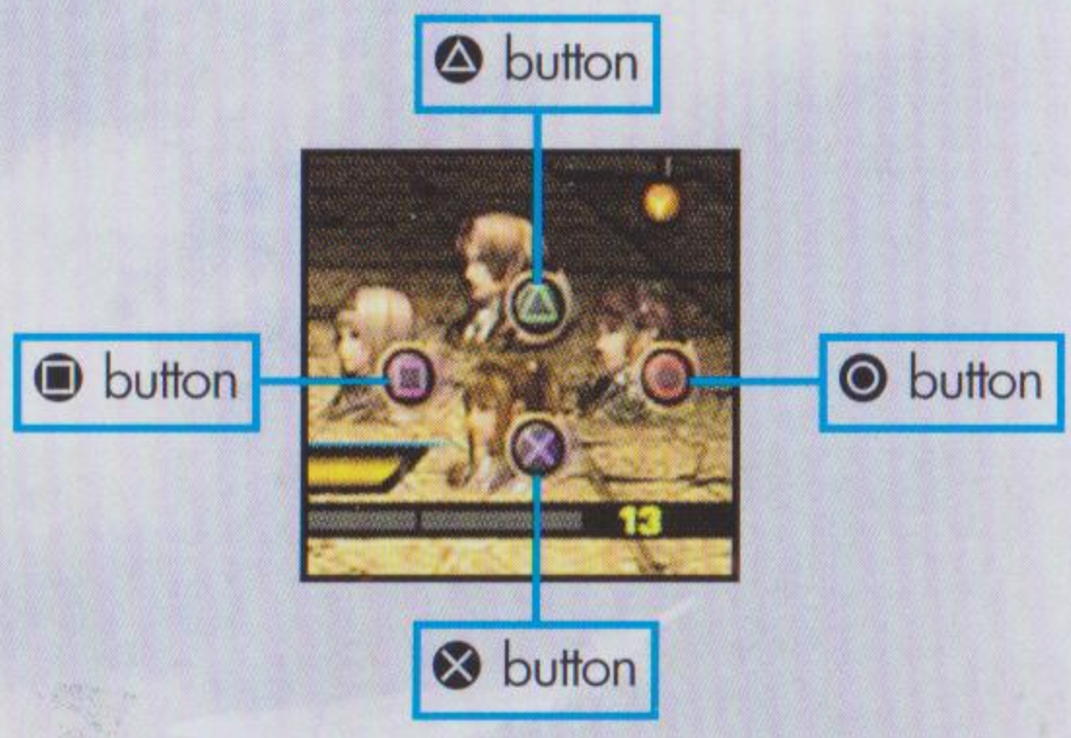
Shows the remaining HP of the enemy or ally who is being attacked.

AP (Action Point) Gauge

Shows total AP (p. 37). Gauge is reduced with each attack.

FIGHTING WITH TWO PLAYERS

You can set up characters to be controlled by a second player via the Party option (p. 33) on the Menu Screen. The second player can control the attacks for those characters. (Player one continues to control the movement of characters.) To play with two players, you will need two analog controller (DUALSHOCK®2)s, plugged into controller port 1 and controller port 2.



ATTACKING

The ○, ×, △, and □ buttons are each assigned to a character in your party. Press the appropriate button to have that character launch an attack against the enemy target. You can press the button again for repeated attacks, and have the other characters in the party launch attacks in combination.

NUMBER OF ATTACKS

Each weapon that a character equips has a certain number of attacks associated with it. For each attack, you can strike as many times as the number allows. Note that for sorcerer-class characters (p. 34), the equipped weapon does not affect the number of strikes the character can deliver.

ATTACKING ENEMY PARTS

Attacking and breaking off certain parts of enemies affects things such as break mode and the items you acquire (p. 26). The part of the enemy you attack depends on the attack technique or spell type.

The part being struck lights up.

Timing your strikes well

The speed and power of the strikes delivered by your characters varies depending on their class and attack techniques (p. 42). The more successive hits you deliver against the enemy, the more the special attack gauge will increase. Watch the action closely, and carefully choose the timing and order of attacks.

Light warriors can deliver successive rapid attacks.

The incantation of spells takes some time, but they can deliver a range of devastating effects.

SPECIAL ATTACKS AND GREAT MAGIC

Special attacks and great magic are extra-powerful strikes that are only available with certain weapons. The type of attack varies depending on the character. Successful consecutive hits cause the special attack gauge to increase. When it reaches 100, you will see the message "SOUL CRUSH" appear. To launch the strike, press a button assigned to a character that can use special attacks.

Special Attack Gauge

The gauge increases with every continuous hit, and falls when your attack is interrupted.

When the gauge hits 100, press the attack button within the time limit.

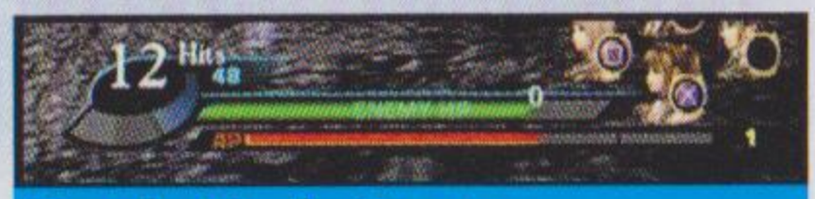
The special attack is launched! The special attack gauge begins to build up again.

MID-AIR COMBINATIONS AND MAGIC CRYSTALS

You can earn extra crystals by launching an enemy into the air with an attack, and then hitting him with more strikes in mid-air. Magic crystals are used for restoring sealstones (p. 24). They also give you bonus experience points at the end of a fight.

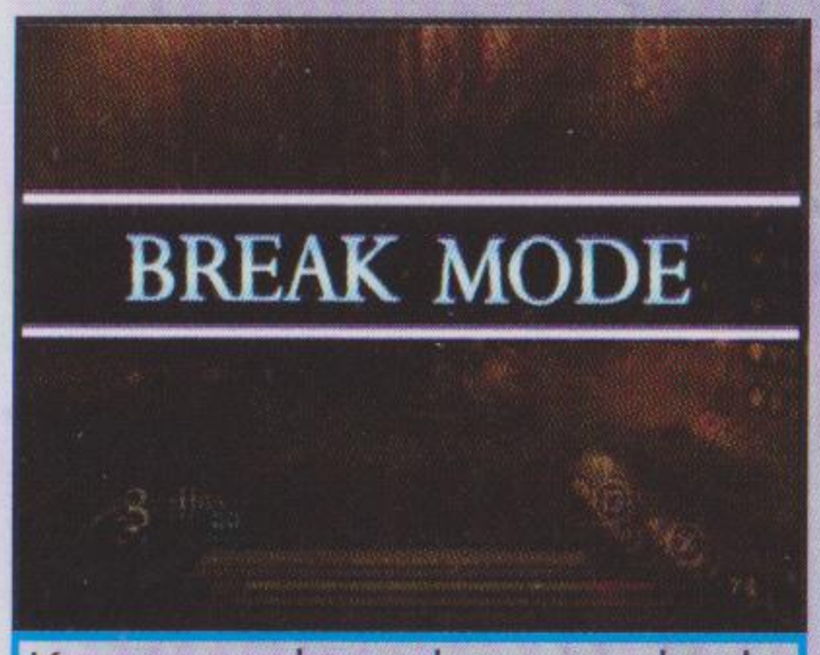
BREAK MODE

If you focus your attacks on an enemy's body part and succeed in breaking it, you may enter break mode. This will allow you, for a short time, to continue attacking without consuming any AP.



Break Mode Gauge

You can keep attacking until the break mode gauge runs down.



Keep attacking the same body part until it breaks. You will enter break mode!

Forget about AP! Just keep attacking as fast as you can.

BREAKING AN ENEMY'S BODY PART

Many monsters have weapons and armor equipped to certain body parts. If you knock off those parts, the enemy will be less likely to put up an effective fight. Smashing body parts will also reward you with extra items.

Acquired item

PURPLE GEMS AND KICKING THEM WHEN THEY'RE DOWN

If you keep attacking a fallen enemy, you can acquire purple gems and boost your AP gauge.

Purple gem

BATTLE MENU, ELEMENTS

Access the Battle Menu to use items, cast spells, or change weapons. Knowing what role elements play will help you win the tough fights.

BATTLE MENU

Press the SELECT button to bring up the Battle Menu. Press the ← or → directional buttons or left analog stick to select a character, push ↑ and ↓ to choose a menu item, and press the ⊗ button to complete the selection. Note that when you use an item or spell, or change weapons, the MENU icon will appear and you will be unable to access the Battle Menu for a short while. After a certain amount of battle time has passed (time progresses when you move and fight), the menu will reappear.

Sealstone Effects

Sealstone effects that influence the party and enemies. Press the △ button to toggle the display.

Battle Menu

Menu options that cannot be used are displayed in red.

ITEMS

Using items consumes 15 AP. Select an item from the list, and then move the target mark to the character that will receive the effect.

* You cannot choose characters that are out of range.

MAGIC

Select a spell from the list and move the target mark to the character who will receive the effect. AP consumption varies by spell.

* You cannot choose characters that are out of range.

REARM

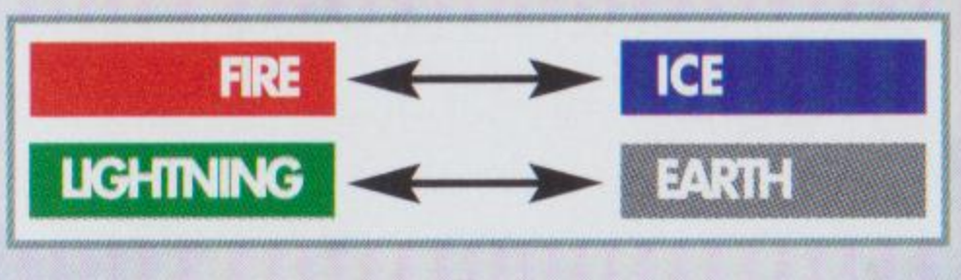
Select a new weapon from the list.

ELEMENTS

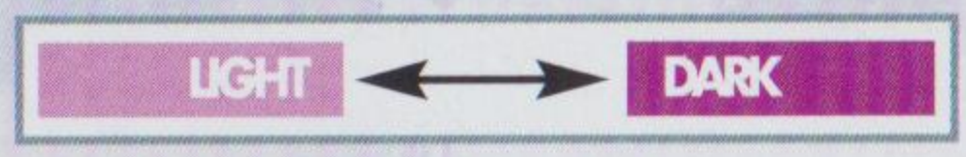
Elements are additional effects that are associated with certain weapons and magic. There are four natural elements and two magic elements that stand above them.

Opposing elements increase the damage inflicted by an attack. For example, ice element attacks do great damage to fire element targets, while fire element attacks are highly effective against ice element targets. Learn your enemy's element to use his weakness against him.

The Natural Elements



The Magic Elements



ABOUT MAGIC

Menu Spells

You can cast many spells with a normal attack, but others are only accessible via the Battle Menu. These "menu spells" have a greater range than normal attack spells, and can be used to heal allies or launched against multiple enemies.

* When using menu spells to attack the enemy, the screen does not shift to the attack view.

Elements and Magic

Spells have distinct characteristics depending on their element.

Fire	Power depends on caster's MAG and target's RST.
Ice	Power depends on caster's level. Target's RST is a minor factor.
Earth	No particular strengths or weaknesses. Standard magic.
Lightning	Regular damage is low, but the chance of delivering a crushing critical hit is higher.
Light	Power depends on caster's MAG and target's RST.
Dark	Power depends on caster's level. Target's RST is a minor factor.

STATUS AILMENTS, BATTLE RESULTS

A look at the status ailments that enemy attacks may inflict on your party, and a look at the information provided at the end of a battle.

STATUS AILMENTS

There are two main types of status ailments.

Battle-only ailments

These ailments only affect characters during a battle. They can be cured by certain items, spells, or by the passage of time.

Confusion	The victim is temporarily befuddled, and is unable to act.
Paralysis	The victim is temporarily frozen, and is unable to move.
Stone	The victim is temporarily turned to stone, and is unable to move.
Faint	The victim temporarily loses consciousness, and is unable to move.
Freeze	The victim is temporarily frozen, and is unable to move.
Transfer	The victim is transferred away from the battlefield, and is unable to participate in the fight.

Ailments that persist after battle

These ailments continue to affect characters after a battle. They can be cured by certain items or spells.

Poison	The victim is infected by poison, and loses HP at a steady rate until cured.
Silence	The victim is silenced, and unable to use any magic.
Curse	The victim is cursed, and is unable to change any equipment.
Frailty	The victim is rendered frail, and is unable to recover any HP.
Unconscious	When HP falls to 0, the victim falls unconscious. Unconscious characters cannot fight battles.

BATTLE RESULTS

When the enemy leader is defeated, the battle is over and the results are shown onscreen. Here you can see how much experience and OTH (game currency) you earned from the battle. Also, you may receive bonus experience points according to the number of magic crystals you acquired. Furthermore, you will find out if any of your party members have levelled up or gained new techniques.

Game Over

When everyone in your party has been afflicted by Stone, Paralysis, Freeze, Transfer, or Unconsciousness, the game is over.

game glossary

VALKYRIES

The three goddesses of fate. Granted the power to gather the souls of the dead, they transfer these souls to Valhalla for the use of their master, Lord Odin. Valkyries are known to mortals by many names: Battle Maiden, Defender of the Fallen, etc. Only a single valkyrie is meant to walk the world at any one time, but with the awakening of Silmeria, the old laws have been broken.

EINHERJAR

A human soul, bereft of its living body. Einherjar are mortals whose souls are gathered at death by the valkyries. There are many such souls sealed within Silmeria, and because she shares a body with Alicia, they are inside Alicia, too.

ASGARD

The world of the Aesir, ruled over by Odin, the lord of the heavens. The Aesir are in conflict with their fellow gods, the Vanir. The Aesir sometimes intervene in Midgard in order to preserve the order of the universe.

MIDGARD

The world where humans live. It is a place stricken by war, famine, and disease, where death's icy touch is never far away. Midgard is sometimes transformed by the interventions of the gods, but the Kingdom of Dipan is preparing to fight them in order to resist such interference.

ODIN

The highest of the gods, Odin rules from his throne in Valhalla. He has ordered the valkyries to collect the souls of warriors in preparation for Ragnarok - the great war at the end of time.

HRIST

The eldest of the three sisters of fate. Under the command of Odin, she is in pursuit of her traitorous sister, Silmeria. To restore Silmeria's spirit to its proper place, she aims to destroy Silmeria's host, Alicia.

LENNETH

The second oldest of the three sisters of fate. Like Silmeria, her spirit is kept sealed away somewhere in the world of men.

credits

Game Designer
Masaki Norimoto

Lead Programmer
Shigeru Ueki

Lead R&D Programmer
Yoshiharu Gotanda

Art Director
Eiko Sawamura

FMV Director
Kenichi Kanekura

Event Director
Kazuki Hayashitani

Scenario Script
Yasushi Otake (Edgeworks Inc.)

Sound
Yusaburo Shimojyo
(TRI-CRESCENDO Inc.)

Music
Motoi Sakuraba

Director
Takayuki Suguro

Battle Programmers
Yuichiro Kitao
Atushi Onoda
Tomoyuki Kurino
Yukihiro Yamaguchi

Menu Programmer
Shinji Hirachi

Tool Programmer
Takeshi Sakazume

R&D Programmer
Tatsuya Shoji

Planning
Masahiro Nishida
Takashi Sato
Miho Akabane
Takanori Shigihara
Takuma Hori

Event Script
Masato Takai
Shintaro Sano
Hiroyuki Horii
Hiromichi Nakayama
Futoshi Kitamura
Atsushi Ota (SQUARE ENIX)
Junichi Ando (SQUARE ENIX)
Asuka Katayama

Background Design & Modelling
Kentaro Kagami
Miyuki Yamamoto
Asami Tsushima
Atsuhiro Machida
Hiroko Suzuki
Hiroto Onishi
Hiroyuki Endow
Kendrick Lim
Kouji Minagawa
Kunihiro Kanada
Makoto Yui
Mami Matsushita
Takamichi Hasegawa
Taro Yamamoto
Aki Sonoyama

Character Design & Modelling
Masashi Nakagawa
Kenichi Kaneko
Kibai Naruyama
Mari Yamada
Masaki Ishiguro
Nana Kaneda
Tokuhiro Yumoto
Toshimitsu Hanafusa
Yutaka Watanabe
Shotaro Tokunou

Visual Effects
Mariko Kamiya
Shohei Sato
Tatsurou Torikai
Yasuhito Shinchi
Yoshiyuki Ozaki

3D Animation
Masaaki Yamashima
Kaori Shibuya
Rie Izumi
Takayuki Fujino
Takuya Saito
Yasuhiko Shibuya
Yasuko Yamauchi
Yasuo Tanaka
Yui Nishio
Yuka Shimizu

FMV
Yukinori Masuda
Ikuyo Yoshida
Kanako Fukumono
Kazuki Shigeta
Kenichi Someya
Naoki Hamada
Ryoui Shirakawa
Tetsuro Matsuda

Production Assistants
Masahiro Shizuya
Yukimi Furuya

System Administrators
Chikaaki Tokuhiro
Takeshi Kitamura
Koji Fukushima

Musicians
Bass: Atsushi Hasegawa
Drum: Toshihiko Nakamura
Piano: Motoi Sakuraba
E.Guitar: Toru Iwao
Strings: Hiroyuki Koike
Flute:Hideyo Takakuwa
Ob.: Hiroshi Shibayama
Vc.solo.: Tomio Yajima
Vl.solo.: Reiko Tsuchiya
Score: Chiaki Kato

RECORDING STAFF
Recording Producer
Taku Kitahara
(TEAM Entertainment)

Recording Director
Mitsugu Nakamura
(TEAM Entertainment)

Recording Studio
SOUND INN

Recording Engineer
Atsushi Kobayashi

Assistant Engineer
Noriko Mihara

Mastering Studio
Memory-Tech

Mastering Engineer
Kazuya Sato (Memory-Tech)

SOUND
TRI-CRESCENDO Inc.
Hiroya Hatsushiba
Etsuko Shimada
Kohei Sagara
Kazufumi Satoh
Ippei Shiraki

MOTION CAPTURE STUDIO
MOZOO Inc.
Shinji Takehara
Sakura Munakata
Go Sakuyama
Wataru Yachida
Yoshiki Isozaki
Yoshihiro Ozawa
Kenichi Tachibana
Shinjirou Nagao

MOTION MODEL
ACFactory
Masanori Tomita
Hiromi Shinjo
Emiko Saito
Sawako Akimoto
Junko Kimura
Kouji Tsunoda
Yuuichi Makita
Atae Ooguchi
Kazumi Yamashita

BACKGROUND & CHARACTER MODELLING
SHIROGUMI INC.
Hiromasa Inoue
Keiko Tozawa
Nobutoshi Kojima
Ryouta Takano
Shoichi Morotomi
Masahiro Yasuda
Tatsumi Yoshizawa
Takayuki Yasui
Masataka Aida
Nobutaka Kobayashi
Toshiki Nakazawa
Noriyuki Boda
Ryuji Noguchi
Nozomi Kudo

Daisuke Minatoya
Shidu Sato
Junpei Sako
Naoki Watanabe
Katuyuki Wada
Daisuke Ichikawa
Noriko Ishikawa
Hiromi Mizuno

FMV (ENDING)
SHIROGUMI INC.
Yuuji Hikosaka
Hirotaka Naitou
Masahiro Yasuda
Takahiro Fujimoto
Takayuki Yasui
Masataka Aida
Toshiki Nakazawa

3D ANIMATION
SHIROGUMI INC.
Yuuichiro Iwaki
Nobutoshi Kojima
Noriko Katsumata
Yumiko Tanaka
Kimihiro Miura
Go Tomida
Toshifumi Yamada
DOUBLE-O-BUCK Inc.
Kenzi Kumagai
ORBITAL-LINK Inc.
Seiichi Tanabe
Issei Tokuda
Suguru Watanabe
Yuuya Hirota
Kiyoyuki Amano
imageepoch co.,ltd
Makoto Yamamoto
Kenji Tanaka
Kazuya Satoh
Hideo Takagi

Scenario Script
Edgeworks Inc.
Kazuki Yamanobe
New Generation Pictures, Inc.

US DIALOGUE RECORDING
Producers
Reiko Matsuo
Jonathan Klein

Voice Director
Jonathan Klein
Recording Studio
Soundscape, Inc.

Recording Engineers
John Sanacore
Pablo Solorzano

SQUARE ENIX CO., LTD.
Localisation
General Manager
Masashi Hiramatsu
Localisation Director
Kay Miura
Localisation Co-ordinator
Naima Yamamoto

English Translators
Philip D. Gibbon
Dan Collins
Noriko Iwahara

English Editor
Colin Williamson

Quality Assurance

QA Coordinator
Koji Numata
QA Assistant Co-ordinator
Toshie Matsuo
QA Technical Engineer
Kazuya Okamoto
QA Technical Assistants
Yusuke Sadamasa
Toshimitsu Umezawa
QA Senior Tester
Hajime Saito
QA Testers
Toshinari Iwafune
Takeshi Asano
Kimitoshi Terasaki
Youichi Numata
Takeyuki Suzuki
Kouichi Fukui
Kotomi An
Hajime Fujita
Tomomi Chigira
Mao Fujimura
...and All QA Staff

Special Thanks
Kenichiro Takahashi
Ken Takahashi
Mikihiro Hayashi
QA Technical Director
Hideyuki Kato
QA Manager
Yukihiro Shibuya
General Manager
Koji Yamashita

Sales & Marketing Division
Senior Vice President
Shinji Hashimoto
General Manager
Tomoyoshi Oosaki
Senior Manager
Satoshi Kashiwazaki

Publicity Division
Senior Vice President
Koji Taguchi
Publicity Producer
Syuichi Kobayashi
Advertisement
Kumi Sudo
Promotion
Masahiro Oohira
Publicity
Ayako Kawamoto
Emiko Sato

Special Thanks
Masahiko Fuchikami

Illustration
KOU YOSHINARI
YOU YOSHINARI
Hidekazu Terakawa
Rui Kuroki
Shunya Yamashita

Special Thanks
Wataru Kato

Project Manager
Hironori Koyama
Project Assistants
Tomoko Toyama
Tomoe Suzuki
Co-Producer
Hajime Kojima
Producer
Yoshinori Yamagishi
Executive Producer
Yosuke Saito
Publisher
Yoichi Wada

SQUARE ENIX LTD.
Production Manager
Seb Ohsan Berthelsen
Associate Localisation Producer
Alex Moresby
Assistant Production Manager
Shingo Hosokawa
Chief of QA
André Woitczyk
Assistant QA Manager
Lorenzo Grimaldi
QA Translator
Andii Yamanaka
English QA Team
Liban Hassan
Charles Stuart Cooper
Lee Deneini
French QA Co-ordinator
Matthieu Falletti
French QA Team
Sonia Duflon
Pierre Gauthier
Mathilde Locu
François-Xavier Meglioli
German QA Co-ordinator
Stefanie Jahn
German QA Team
Michael Becker
Maik Kleinschmidt
René Paulesich
Italian QA Co-ordinator
Dario de Cesare
Italian QA Team
Mauro Braghieri
Gaetano Fabozzi
Simone Della Fornace

Roberto Torella

Spanish QA Co-ordinator
Píndaro Vargas

Spanish QA Team
Gilda Fabozzi
Óscar Pereira Fraga
Pedro Núñez Bernal
David Samhan Arias

European Editors
Alessandro Bovenzi
Stefanie Deinet
José Gallego
Erwan Jegouzo

Operations Manager
Toby Coleman

PR and Marketing Assistant
Raúl Nieto García

International Marketing Co-ordinator
Tomoko Nunomura

UK Sales Director
Doug Bone

UK PR Manager
Alex Huhtala

Consumer PR
Charlotte Fraczek

Marketing Communications Manager
Stéphanie Journau

European Marketing Director
David Dyett

Marketing Director, Project Co-ordination
Makoto Kotaka

Senior Vice President, Sales & Marketing
Michael Sherlock

President & CEO
John Yamamoto

Special Thanks
Andi Ewington
(A Creative Experience)
Jo Wain
(A Creative Experience)
Tony Hinds (SCEE)
Jim Smith (SCEE)
Yuko Tomizawa
and all Square Enix Ltd staff...

UNICON PRODUCTS INC.

Co-ordinators
Naoko Omori
Atsushi Suzuki

French Translator
Jean Queyroy

German Translator
Fabian Wada

Italian Translator
Alain Dellepiane

Spanish Translator
Maria Rosich Andreu

warranty

ONLINE REGISTRATION

SQUARE ENIX®

CAN'T GET ENOUGH?

FOR THE COMPLETE SQUARE ENIX EXPERIENCE, GO A STEP FURTHER BY REGISTERING ONLINE WITH US ON

www.square-enix.com/eu/reg/

BE KEPT ABREAST OF OUR FORTHCOMING RELEASES, GET ACCESS TO THE EXCITING FANZONE AND ENTER COMPETITIONS TO WIN OUTSTANDING PRIZES!

DON'T WAIT ANY LONGER AND LOG ON FOR THE CHANCE TO WIN AN EXCLUSIVE GOODIE PACK!

All Competitions Free of Charge. No Purchase Necessary.

WARRANTY

Ubisoft guarantees to the original purchaser of this computer software product that the compact disc (CD)/cartridge supplied with this product shall not show any default during a normal use period of ninety (90) days from the invoiced date of purchase. In the first instance please return the faulty product to the point of purchase together with your valid receipt. If for any reason this is not possible, (and it is within 90 days of the purchase date), then the faulty compact discs/cartridges should be returned to Ubisoft at the below address, along with a dated receipt, location of purchase, a statement describing the fault, and all original packaging.

Address for returns:

Customer Support, Ubisoft, First Floor, Chertsey Gate, London Road, Chertsey, KT16 8AP.

Where a CD key is required to access on-line game play, this cannot be reproduced or replaced. It is the responsibility of the original purchaser to keep this CD key secure. Lost, stolen or damaged CD keys cannot be replaced.

TECHNICAL SUPPORT

To serve you better, Ubisoft is now providing full ONLINE support, to solve your gaming problems quickly and efficiently.

Simply go to **http://www.ubi.com/uk** and visit the Ubisoft Frequently Asked Questions first, or email us at s**upport@ubisoft.com.au** - This service is free and available 24/7!

Make sure to include all information on your system, your problem, and the game you are playing.

If you do not have internet access, our support representatives can assist you:

Technical Support Info Hotline: 1902 262 102
(calls are charged at $1.98 per minute including GST. Higher for public and mobile phones).

Please be at your system when calling Ubisoft for support.

HINTS AND TIPS

Looking for cheats to go up to the next level? Call our Info Hotline: **1902 262 10** (calls are charged at $1.98 per minute including GST. Higher for public and mobile phones). Please ask permission from the person who pays the phone bill before making the call.

NOT ENOUGH FANTASY IN YOUR LIFE?

GET THE VERY BEST OF SQUARE ENIX® ON PLATINUM

FINAL FANTASY® X

FINAL FANTASY® X-2

KINGDOM HEARTS

KINGDOM HEARTS II

DRAGON QUEST®

PlayStation.2

WWW.SQUARE-ENIX.COM

SQUARE ENIX®

© SQUARE ENIX CO., LTD. All Rights Reserved. KINGDOM HEARTS series: © Disney.
DRAGON QUEST: © 2004-2006 ARMOR PROJECT/BIRD STUDIO/LEVEL-5/SQUARE ENIX. All Rights Reserved.
"PS" and PlayStation are registered trademarks of Sony Computer Entertainment.

Customer Services Numbers

• Australia — **1300 365 911**
Calls charged at local rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

• Österreich — **0820 500 535**
0.145 Euro/Minute. Rufen Sie diese Kundendienstnummern bitte nur an, wenn Sie Hardware-Support für PlayStation-Produkte benötigen.

• Belgique/België/Belgien — **011 516 406**
Prix d'un appel local. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation.

• Danmark — **33 26 68 00**
Man-Torsdag 9-16.30 Fre 10-15. Ring venligst kun til disse kundeservicenumre vedrørende hardwaresupport til PlayStation-produkter.

• Suomi — **0600–411911**
17.00-21.00 ma-to, 0.79 Euro/min. Tätä asiakaspalvelunumeroa voi käyttää vain PlayStation-tuotteiden laitteistotukeen liittyvissä kysymyksissä.

• France — **0820 31 32 33**
Prix d'un appel local - ouvert du lundi au samedi. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation.

• Deutschland — **01805 766 977**
0,12 Euro/minute. Rufen Sie diese Kundendienstnummern bitte nur an, wenn Sie Hardware-Support für PlayStation-Produkte benötigen.

• Ελλάδα — **00321 0678 2000**
Εθνική Χρέωση. Παρακαλείστε να τηλεφωνείτε σε αυτούς τους αριθμούς του Τμήματος Εξυπηρέτησης Πελατών μόνο για θέματα υποστήριξης υλισμικού των προϊόντων PlayStation.

• Ireland — **0818 365065**
All calls charged at National Rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

• Israel — **09 971170**
Please call these Customer Service Numbers only for hardware support of PlayStation products.

• Italia — **848 82 83 84**
Tariffa Nazionale. Chiamare questi numeri del Servizio Clienti solamente se si necessita di assistenza relativa all'hardware dei prodotti PlayStation.

• Malta — **21 344700**
National Rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

• Nederland — **0495 574 817**
Interlokale kosten. Bel deze klantenservicenummers alleen bij hardwareproblemen met PlayStation-producten.

• New Zealand — **09 415 2447**
National Rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

• Norge — **820 75 050**
Mon-Fre 8.30-16.30. Vennligst ring disse kundeservicenumrene bare for maskinvarestøtte i forbindelse med PlayStation-produkter.

• Portugal — **707 23 23 10**
Contacte-nos através destes números de Assistência ao Cliente para obter asitÊncia técnica (hardware) apenas para produtos da PlayStation.

• España — **902 102 102**
Tarifa nacional. Al llamar a estos números del Servicio de atención al cliente sólo obtendrá asistencia para los productos PlayStation.

• Sverige — **08 587 822 40**
Mån-Tors 8-17 Fre 8-15.30. Ring endast dessa kundservicenummer för maskinvarusupport av PlayStation-produkter.

• Suisse/Schweiz/Svizzera — **0848 84 00 85**
Tarif appel national / Nationaler Tarif / Tariffa Nazionale. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation.

• UK — **08705 99 88 77**
National rate. Calls may be recorded for training purposes. Calls charged at local rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

Please call these Customer Service Numbers only for hardware support of PlayStation products.
Details of call costs apply only to Games Hotline Numbers.

EXPERIENCE THE ULTIMATE CULT RPG ON YOUR PSP™

VALKYRIE PROFILE®
LENNETH

SQUARE ENIX®

www.square-enix.com

Published by Square Enix Ltd.

WWW.VALKYRIEPROFILE.EU.COM

PG

©1999, 2006, 2007 SQUARE ENIX CO., LTD. All Rights Reserved. Developed by tri-Ace Inc. Character design : PRODUCTION I.G LENNETH, VALKYRIE PROFILE, SQUARE ENIX and the SQUARE ENIX logo are registered trademarks or trademarks of Square Enix Co., Ltd.

PSP™

PlayStation®Portable

SLES - 54644

"PS", "PlayStation", "△○×□" and "DUALSHOCK" are registered trademarks of Sony Computer Entertainment Inc. All Rights Reserved.
© 2006, 2007 SQUARE ENIX CO., LTD. All Rights Reserved.

5060121821880